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GAME BOY COLOR
GAME.COM
GAME GEAR
GENESIS
JAGUAR
LASERACTIVE
LYNX
MEMOREX VIS
NINTENDO 64
NEO GEO
NEO GEO POCKET
NUON
PC ENGINE
PICO
PLAYSTATION
R-ZONE
SATURN
SEGA CD
SUPERGRAFX
SUPER NINTENDO
TURBOGRAFX-16
VIRTUAL BOY



Collector's Guide

Advance Edition

This Guide is dedicated to the memory of my dear friend and Digital Press co-creator, Kevin Oleniacz.

Kevin's spirit will be with us through every homing missile fired, knockout punch delivered, UFO destroyed, and finish line crossed.

Play recklessly. Think positively. Live EVERY moment to the fullest.

DIGITAL PRESS

CLASSIC VIDEO GAMES COLLECTOR'S GUIDE ADVANCE EDITION

V1.0

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GAME ONWARD

Introduction to the DP Guide by Joe Santulli

"When are you guys going to do a book on 16-bit systems?"

I used to get a lot of that. Our organization - game historians dedicated to documenting the industry's rich past - has been around since 1991, and since 1992 we've been producing game lists and books about "classic video games". The imaginary line that we drew on our research was "the 8-bit era" however, and for ten years we scribbled notes and absorbed information and made lots of phone calls that annoyed lots of important people, but in that time I believe we compiled the greatest single source of classic video game information on the planet. The Digital Press Collector's Guide that most people know IS an encyclopedia of 8-bit gaming, and if you've commonly associated our organization with just price guides, then you really haven't read the books.

Another thing you may not have known is that we were working behind the scenes for many of those years keeping lists on "the newer systems" just like we did with our 8-bit systems in the old days. Knowing that they lacked the proper detail, we sought out champions and experts to take up the cause for Digital Press' documentation of the 16-bit era and beyond. By 2002 we had enlisted (some say "assimilated") the aid of a fabulous team of system experts whose research debuts in this very book. Meet "DP Team Advance", no braver a group of gaming aficionados have you ever seen in a single published volume, I assure you.

Ponder for a moment the Herculean effort of compiling a complete PlayStation catalog, a system with over a thousand games, nearly double the software library of anything we had ever documented before; or the sheer personal sacrifice of stepping forward to document the Memorex VHS, a game system that 9 out of 10 hardcore gamers have never even heard of. If these feats don't impress you, imagine if you will the brave men and women on this team who were forced at knifepoint to play the myriad NFL, NBA, and NHL games that have flooded the market since the dawn of the 16-bit era! Okay, I'm exaggerating about the knife, but I had to get you to gasp somewhere in this paragraph and that was my last shot.

Though some of this team overlaps the veterans of Guides past, this crew can hardly be called "rookies". Many are experts in their field for many years, as evidenced by Kevin Manne who runs the fantastic nuon-dome website and who crafted the NUON section of this book, or Devin Shockwell from "Black Moon Project", an organization that has been keeping up with CD-i for many years joining us here to share all of that information, Digital Press-style. You'll also notice familiar names like Mike Etter, who had for years been maintaining the only NES rarity guide years ago, on board to deliver the Game Boy sections of this Guide.

It has been a pleasure teaming up with this enthusiastic group and I believe we have produced a book that far exceeds anything you'd expect to see in a first effort of this nature.

The 16-bit era was special to many of us in that it brought what we could finally call "arcade quality" games into our homes. We'll never forget the thrill of plugging in **Altered Beast** for the first time and seeing graphics that could never have been done on a home console before, or the majesty of Super NES role-playing games like **Final Fantasy III** and **Chrono Trigger**. Likewise, it is our pleasure to re-ignite some more recent memories of great, retired systems like the Sega Dreamcast and Nintendo 64.

Whether you're a fan of a particular console or always wanted to know more about the ones you never owned, I promise you an enjoyable, encyclopedic account of the "second classic era" in the pages ahead.

Game on, brothers and sisters.

How to Use This Book

What we've attempted to do is make a guide that is not only easy to use, but also informative for the collector. Each title is listed with pertinent information as well as some notes of interest. The price values and scarcity ratings listed here are to be used just as a **GUIDELINE**, this is NOT "the Bible". Many titles listed here are more readily available (or scarcer) in some areas than they are in others, and most likely will be found for **HIGHER** prices on online auctions such as eBay. This listing represents the combined efforts of many of the hobby's top collectors and dealers.

PLAY RATINGS: A plus sign (+) at the end of an entry indicates this is a "centerpiece" game, within the tops in playability. It means we really dig it. Negative signs (-) mean we don't.

AKA: Sometimes beneath a title you will see "aka", which we include if the title is known as something else either overseas or in a clone of some sort. For example, the SNK title "Super Sidekicks" for the Neo-Geo is aka "Tokuten Oh" in Japan. This is useful if you're not interested in label variations or clones.

DESCRIPTION: Beneath that primary information is the information we've gathered about the title that we feel might be interesting: Designer and developer names, copyright info, release dates, coin-op associations, box and instruction booklet anomalies, catalog numbers and any other juicy tidbits we've discovered about the game in our years of research. Within this section are several sub-sections:

GENRE/STYLE: We've done our best to categorize games similarly so that you can find others from the approximate same school of gaming. Also helpful if there is little other information for a title other than the primary stuff - at least you know what kind of game it is.

PUBLICATIONS: Lists awards, advertisements, and/or special notoriety given to that game by various publications.

EASTER EGGS: Glitches, hidden secrets, or otherwise undocumented features of a game. We didn't include every invincibility code and stage select out there, we tend to stick with codes that allow you see as much of the game as possible, so "unlock" codes are our highest priority and invincibility and level select codes second. Special thanks to our friends at Tips & Tricks magazine who have given us permission to use many of the codes you see here.

SANTULLI SLANT: this is my own, often-ignorant per-

sonal take on the game, the genre, or anything else relevant (or not). Slants also list simple 1-10 ratings for graphic quality [Gr], sound quality [So], gameplay [Ga], and overall appeal [Ov]. There's no method to the madness of the games chosen, comments just sprung up as I was playing and/or writing about them. Hope you enjoy 'em.

LANDMARK: Marks games of significance, either for that system or for video gaming in general. Launch games, final games, historically significant games... you get the picture.

AROUND THE WORLD

DP Headquarters, based in the USA, chooses to look at "import" games as anything NOT developed in the US. We use NTSC (National Television Standards Committee) televisions and consoles, so everything developed here works just great on our home sets. Games from Japan are likewise NTSC and though most systems will not play games from outside of their region, the NTSC "bond" does make collecting games from Japan a little easier here in the US.

However, most games manufactured and sold in the UK, Germany, Australia, etc. were developed in PAL (Phase Alternating Lines) format. This means that to compensate for the difference in resolution and frames-per-second (PAL televisions display more lines than our crummy North American sets), you will need a television with a vertical hold adjustment to see. Without this, the screen will roll, flash, or behave in otherwise nasty ways to prevent you from actually playing the game. Bastages!

We haven't listed EVERYTHING available in PAL format or from every other country in this book, though our online listings are continually narrowing that gap and contain much more information for our international collectors.

PRICING PHILOSOPHY

If you've been collecting for awhile, inevitably you've run into a situation where you want to buy a game from someone and they tell you to "make them an offer". Here's the toughest part of the game: you don't want to offer too low and insult the seller... and you don't want to offer too high and screw yourself. OUR prices are on the low side, such that you are guaranteed not to insult anyone with our offer. They also assume the game is as noted at the beginning of our lists (sometimes loose, sometimes complete). How much MORE you want to offer is up to the condition of the game, whether it has

come with its original materials, box, and your personal trading style.

The dollar value is the suggested, "between collectors" purchase price. We've dollar-rated items up to \$999, anything higher than that is really a seller's call, or what we'll call "name your own price". You may also see a \$0, which means we couldn't price it due to insufficient data (very common among prototypes, for example). Also see the section below for a bit more about dollar values and scarcity ratings. Dollar values apply to either loose or complete games, as noted in the dollar field online or at the top of the list in the printed books.

Please note that Digital Press is an UNBIASED organization. We have no reason to make a title's value or scarcity appear higher or lower since we are not dealers, but rather penniless collectors.

RARITY PHILOSOPHY

There is a scarcity value commonly appears next to the dollar value, and it represents a scale of 1 through 10 with 1 being the most common and 10 being the most rare. The following is the legend to use when viewing these rarity ratings.

- **R0:** Titles listed with a rarity of zero are simply games that were never released or require more research on our side. You'll see this listed on ALL "Rumor Mill" entries.
- **R1:** These are the items you can find or BUY anywhere. When you find a bunch of games, these WILL be in the pile.
- **R2:** You can find these titles just about anywhere, too, but they're slightly less common, perhaps in certain areas.
- **R3:** You'll find these items through the proper channels (other collectors!), not as common "on the street", but fairly common on the internet.
- **R4:** Things get a little harder here, as a title rated as such could have a lower production run, or other factors that pull it out of the common bin, but nowhere near rare. You can start calling titles from herein UNCOMMON.
- **R5:** The hunt begins. Five are the kinds of item you have to look for, but definitely always in reach.
- **R6:** If you see a six or greater, at least one of us had a problem finding the title. You call this VERY UNCOMMON if you so desire, or BORDERLINE RARE.
- **R7:** RARE. A true collectible! Sevens and up repre-

sent the "hardest" 25% of the games listed in this Guide.

- **R8:** We consider these the items you'll never find by chance (except in those legendary lucky finds!). There are a few eights in this Guide that we haven't gotten our grubby little hands on... yet.
- **R9:** The centerpieces of a collection make up the nines. If you ever hope to BUY one of these, prepare to write out a big check.
- **R10:** Not only is this the centerpiece of a collection, but a ten also means you could be holding a one-of-a-kind (certainly one of no more than a dozen or so) there - kind of like owning a 1952 Topps Mickey Mantle, or Issue #1 of DC's Action Comics.

We include the scarcity ratings to address the need for a rating system across platforms. What we found out through many letters, e-mails and other excellent feedback was that prices provide a good baseline but were not addressing how difficult a game might be to "find". So we've done both for you. The scarcity rating provides a very simple one to ten system (a longtime DP tradition). "1" is the common doorstep. "10" is the item your friends want to steal.

Note that a "2" for the Atari 2600 should be just as easy or hard to find as a "2" on the Neo-Geo system. It's all relative across systems, not within them.

BOXES AND MANUALS

Our prices and scarcity ratings are based on the state the games are typically found in, and this will be noted at the beginning of every listing.

A few of the systems in this guide assume the box and manual ARE included simply because it was more practical and easier to keep these boxes than destroy them! In the post-Nintendo era, this is much more common than before.

Compleatists LOVE boxes and will pay even more for "sealed" games (although I personally don't get that... live life, enjoy your stuff!). You can expect to pay as much as twice our listed price or as little as nothing extra if the box and manual are included in your deal. Our observations have been that the more rare the game is, the more relevant the price of the box. Example: no one is going to pay extra for a Madden '94 box, but the box for 32X Daxide could easily raise the price six-fold!

PROTOTYPES

Prototypes are defined here as games that are either un-

released commercially or in their pre-production form. Unreleased games, like Sega 32X "Sonic Crackers", were only available as prototypes. There are no boxes or instruction manuals for these games. In the case of pre-production games, we're talking about games that somehow got out of the programming lab prior to the game's retail release (this was very commonly done to distribute review copies to magazines as well) and into a collector's hands. There may be screens or sounds missing from pre-production copies that distinguish them from the final product.

You will notice the general rule here is that true prototypes are valuable commodities. By rule of thumb, prototypes have a scarcity rating of 10, since there would be very few authentic prototypes available for any given game. These things were in the hands of game reviewers or never commercially released. If the game was never released, the prototype is even more valuable! We've found over the years that it is a seller's market in these cases, and in many instances you can call your own price. Chances are there's someone out there willing to pay it. DP has attempted to keep track of many rare games (like the one-of-a-kind Combat Two by Atari for the VCS). You will almost always see a 10 next to these finds, which we believe should be considered the centerpieces of anyone's collection.

So how can you tell a prototype from a copy? As mentioned earlier, it's very difficult. Some programming labs like Atari had their own labels and circuit boards, but others simply used plain casings and generic boards. CD prototypes are nearly impossible to distinguish real from fraud (unless you know the history of the CD).

If it's a cartridge, the best way to tell is to "open 'er up" and have a look. If you see a chip or circuit board with the game company name printed on it, it's probably not a copy. You may get some carts that seem to have two chips inside - that is, in all likelihood, a true prototype as well. EPROM's generally weigh a bit more, too, but again, that's pretty hard to distinguish at a garage sale. EPROM's are distinguishable from ROMs in that they have a tiny clear "window" at the top of the chip. The truth is, it's easier to tell if you have a copy than if you have a prototype, so most people just sit in limbo, never really knowing which they own. If you find yourself in this predicament, write to us or e-mail us, send us pictures of the internals and we'll try to help you out.

HOME BREW GAMES

What may have at one time been considered to be a one-off or sporadic production of NEW games for these vintage systems has now become a major initiative by a

number of talented game designers. As such, homebrew games have been given their own sub-section within each game system's listing. We're absolutely delighted that every year a number of quality new titles appear on several of our favorite classic consoles. The people who do this stuff deserve an enormous amount of respect. They're not only keeping these systems alive, but they're turning out games that rival the best in these systems' libraries. Please give them a big hand. They can hear you.

BOOTLEG

A common practice among bootleggers and other miscreants (i.e. friends of Joe Santulli) is the copying of CD's, ROMs and EPROM programs onto new media. In so doing, the balance of supply and demand is unfairly tilted. After much debate, we now suggest you consider your bootleg games WORTHLESS in terms of monetary value. Many of these "worthless" titles will be the prizes of our collections because we love to play them, but for trade and future investment potential, don't expect anything back. The reason for this is quite simple, really. Anyone with the knowledge and access can copy an original PlayStation NBA Live '98 (a game used as a doorstop in nine out of ten fine dining establishments) OR Dragon Ball Z GT (allegedly only 5000 made) with the same amount of time and skill.

First and foremost, the reproduction of games is by default illegal. Over the years we've met and dealt with lots of property owners who are fine with the redistribution of a "vintage" product, but it's a rare case. Companies nowadays want to retain the rights to their classic titles for future compilations, remixes, reduxes, and the like. For the exceptions to this rule, freely distributed copies of games such as those for the Vectrex fall into the bootleg or "replica" category.

If you think about other hobbies and their approach to "replicas", you'll see the validity of our philosophy. A replica of a 1952 Mickey Mantle card is basically worthless. Likewise, a duplicate of the rarest game in all the land should be considered just a game - not a collectible—when it comes to its value. Copied games typically have no label or a hand printed label, but are otherwise identical to their commercial master.

So what's our stance? If you can get a BOOTLEG of a game that you would never normally even see in a lifetime, that's your business. Make sure you always make it clear when acquiring a copy that you're not getting yourself into anything illegal, and ask the producer to stamp, sticker, or otherwise indelibly mark the copy as such. This way, if you decide to give the game to someone in

the future, they will be likewise protected. Remember, though - what they're getting isn't "collectible" at ALL.

STAFF ACKNOWLEDGEMENTS

A tremendous amount of work has been put into this edition of the DP Guide. The staff listed on the inside cover is the best I could ever hope to have, most of them are hand-picked experts assigned to particular systems because of their already in-depth research on those systems. If you know your collecting community, then you know the DP staff is like a "dream team". I'd like to acknowledge a few of the folks who have made a major contribution to THIS edition:

Larry Anderson

In addition to being a crazed individual when it comes to all things TurboGrafx-16 and PC-Engine, Larry has a soft spot for the PC-FX, LaserActive, SuperGrafx and Neo-Geo Pocket (of which he can lay claim to having nearly complete collections of). When he isn't hoarding games, he uses his geek powers and normally dormant 3rd eye to keep the web pages of Digital Press humming for all to enjoy.

Jan Baart

Jan hails from Germany, where he started gaming at the age of 7 (on his NES) and started collecting seriously in 2002. He is a self-proclaimed completist, which makes him a perfect fit for the Digital Press team. Check out his work on the Non-US sections, an area previously untapped in the DP universe.

Adrienne Barr

Adrienne "Achika" Barr has been in the hobby since she received her first Nintendo at the age of 5. Since then she has been assimilating every system and game that crosses her path. In 2001 Adrienne opened her website, www.vidgame.net, a nice companion to Digital Press in its cross-era coverage of gaming history. Meanwhile, she has been studying photography though the past few years the hobby of video gaming has been invading her photography world. It's all good to us.

Austin Bell

Austin is not only your stereotypical video game enthusiast, but like many of his fellow DP crewmates, a maniacal collecting addict. With his own multi-thousand title proverbial "Room of Video Game Doom" at home (for his own playing pleasure of course), he often sits mindlessly studying pricing and rarity trends for the SNES and NES sections for Digital Press. However, you can usually find him online lurking in random forums, chatting in your typical gaming IRC channel (#nes_chat on Nitrousrnet for one), sniping rare items on eBay, or most of the time

just finalizing up his plan to take over the world! Enormous he is!

Kevin Bunch

Gaming since the age of 3, and collecting since the age of 7, Kevin is no stranger to the world of video games. His first memories were of playing his parent's Atari 2600, which he ultimately broke from overuse. From there it was on to the 7800 and NES, and the rest is history. He is a huge fan of the Mario Brothers, shoot'em-ups and fighting games, and is a rabid collector, too. This desire to have a catalog of games is what led him to cover the obscure Memorex VHS console, which prior was difficult to find any information on. In his off, non-game time, Kevin likes to watch wrestling, sleep, tell really bad jokes, and quote entire Simpsons episodes.

Jim Combs

Jim is a hardcore gamer and the youngest of our staff. He eats, sleeps and breathes video games. His motto is "I love ALL video games with all my heart and soul". We're not joking, and neither is he: we have yet to find a game he doesn't like. Jim has been collecting anything and everything that is video game related, from all eras of gaming, for as long as he can remember. He is truly a gamer who was born with a purpose. Check out his Game Gear section and see what we mean.

Sylvain de Chantal

You'd never know that the 7th Edition of the Collector's Guide was Sylvain's first foray into this territory, and there's a good reason for that. "SlyDC" has been the maintainer of many classic gaming system FAQ's for a number of years. As such, he was the natural choice to lead many of the newer sections you'll see in recent books, including the Microvision, "Pong" systems, R-Zone and Mattel Aquarius portions of our Guides.

Mike Etler

Mike is probably best known for the original NES Rarity List he published in 1996. Gamers & collectors in the northeast know him better as the originator of NAVA, which was one of the first regularly scheduled regional collector get-togethers, founded in 1995. Mike has been into console gaming since the mid '70s and became a serious collector in 1990. Add to his credit of "firsts" the first to attempt a Game Boy rarity list, which has been lovingly assimilated into this book.

Dave Giarrusso

The multi-talented Mr. Giarrusso started out around here as a mop-boy, cleaning out the corporate latrines on the 2nd floor. He has since changed hats and career paths many times while with Digital Press, doing extensive writing, artwork, forum administration, and since issue #49 of the bi-monthly publication is also the editor-in-chief! Sure, this is all a great step down from mop-boy,

but Dave seems happy and this way no one really gets hurt. A brilliant, creative mind that we simply could not do without.

Andy Hanger

Preferring to go by his alias most the time "Arcturius" has been a gamer since his older brothers first got him to play on their MB Microvision and remained being a gamer though most of his younger years only really becoming a collector in recent times he's reclaimed a Microvision and an Amstrad CPC464 the two machines he played the most back in the day but is concentrating mostly on completing his Dreamcast and Saturn collections which eventually will both be catalogued on his web-archive <http://dcarchive.scalenet.co.uk>.

John Hardie

Simply put, "big daddy" John Hardie and Sean Kelly are my partners in this project. Besides always keeping me in check, these boys lend inspiration and creativity to this Guide. John is one of the most ANAL people I know, and that's a very good thing when it comes to putting together a reference guide. He's taken all of the Atari sections and given them yet another face-lift (the Atari XE section was completely re-written for the classic edition). Without John, there would probably be no DP Guide.

James Howe

Another new face for this edition, James emerged from a long-term lurking habit brandishing a PAL Mega Drive game list. When not scouring North-East England's car-boot sales and charity shops for gaming goodies, James prefers to spend his time sleeping.

Keir Howell

Keir has been hopelessly addicted to Commodore games since he got his first VIC-20 back in 1981. His collection now includes over 25 game consoles and classic computers. Keir is also webmaster for several small websites including The Ultimate Wizard Website (<http://www.geocities.com/svipdaag/vidgames/wizard/>).

Andrew Krieg

Andrew Krieg has been collecting video games for over 20 years. Today his collection consists of over 30 systems and 2200 games. In 1993 Andrew started to catalog his collections, and to make concise ASCII collection lists available on the web. He was the first to offer lists for the Atari 8-bit computers, Virtual Boy, Super Nintendo, Sega Pico, and others. His cataloging efforts (which are available at <http://my.execpc.com/~krieg/VidGames.htm>) are what led him to cross paths with the Digital Press crew and the Rarity List Database project.

Dan Mahlendorf

Like everyone else who worked on this guide, Dan "Yoshi-M" Mahlendorf has been addicted to video games from a young age. He cut his teeth on a Coleco Telstar

Arcade when he was but a lad. While he has played and owned many of the classic game consoles, Dan has focused on the more modern systems (the 90's!) for his collection for its historical impact on today's world of gaming. His contributions to the gaming scene can be read in his N64 reviews on www.world-of-nintendo.com, game repair articles for Good Deal Games, and an online arcade showcasing work from independent game creators called This Old Home Arcade (now defunct with the demise of Xoom.com).

Kevin Manne

A gamer who tends to gravitate towards the obscure, Kevin "K3V" Manne heads-up our NUON section and is the man behind the NUON fan site www.nuon-dome.com. Kevin is also a long time fan of the Atari Jaguar platform, and played host to the 1998 stop of the annual JagFest gathering. He has done playtesting on multiple Jaguar and NUON game projects (including the unreleased Bust-A-Move 4 on NUON, Protector and Mad Bodies for the Jag, and Soccer Kid and Urban Yeti on the GBA), and has had design work featured in Mancini Games magazine, designed Songbird Productions manuals and created cover/disc artwork for the Jaguar Extremist Pack series.

Russ Perry Jr.

Once called "ubiquitous" in the pages of Tips & Tricks, Russ Perry Jr's name should be familiar to anyone who's paid attention in the videogaming hobby -- as a prolific letter-writer during the heady videogame fanzine era, as a long-time collector of anything and everything but especially the obscure, as current editor of the 2600 Connection and occasional staff writer for Digital Press, as moderator of Stellation (a mailing list dedicated to programming the Atari 2600), as member of the team that produced the Stella Gets A New Brain game compilation and occasional proof-reader for other videogame related projects, and as the only person to have their own directory on the Digital Press CD.

Don Rogers

Don got hooked on video games back in the 70's after playing Pong and Anti-Aircraft at a Shakey's Pizza. His first Atari 2600 arrived in 1980 and since then it's been a non-stop ride hunting and collecting games. His interests in collecting have been centered on Atari but include all classic systems of the 80's and many of the systems from the 90's. He met John Hardie in 1986 and they got each other going in collecting Atari 8-bit hardware and software. During that time of looking for Atari 8-bit stuff they cleared away a pile of now rare and uncommon 2600 titles and Don made the comment "You know John, we'll probably be collecting this 2600 stuff one of these days." On top of collecting stuff for classic systems of the 80's Don is also a devoted fan of Sega's Saturn and

Dreamcast systems and the NEC TurboGrafx-16. Since the 80's it's been a continuing quest of searching through filthy warehouses, driving hundreds of miles on the rumor of old games being around and flying across the country to attend trade shows and collectors meets.

Kristine Roper

Kristine has been a gamer since the tender age of six when her parents brought home an Odyssey system (that's the first one, not an Odyssey2... yes, she's THAT old.). She has owned practically every video game system at same point in time (except for the Adventurevision and the Xbox), and will continue to do so until the day she either dies or ends up homeless, whichever comes first. Her current projects include collecting every PlayStation game ever released, moderating the Digital Press video game forum, and trying to prevent her head from exploding.

Devin Shockwell

Probably more obscure than the system he represents Devin's interest in CD-i emanates from the pure fact that so little is known about the system in Retrogaming circles. His passion has resulted in "The Black Moon Project" (<http://www.classicgaming.com/blackmoon/>) which, besides the usual fan fare has uncovered several articles covering an ill fated Crow franchise game and even a commercially-developed Super Mario World clone but to mention a couple of examples. He and his team have sculptured the best CD-i knowledge base you'll ever find, and it's all right here.

Scott Stilphen

Scott plays many roles here. Besides the upkeep to the book, Atari catalog and Atari label variation sections, he's put together a whale of an "Easter Egg" compendium, which you'll find in the pages of the Collector's Guide and website.

John Thacker

John, a typical gamer geek, bribed a certain co-contributor with free games and posters o put a good word in with management for the DP guide gig. His claim to fame is that he maintains the Neo Geo Master List; an ongoing attempt at cataloguing all Neo Geo released games, homebrews and lost titles. Other than Neo Geo, which John considers the most sacred of God's gifts to home entertainment, his favorite systems include the Sega Master System, NEC TurboGrafx-16, and Super Nintendo. When not obsessing over what lost Neo title falls into "NGH Slot 258," John can be found rocking grunge-era tunes on his guitar, or feebly attempting to get his sorry butt out of law school.

Nate VanLindt

With Nate's first appearance in the DP guide, you might almost think he knew what the heck he was doing. We

like to think he does. A gamer and collector for over 10 years, he has an unhealthy obsession with the TurboGrafx-16 and the PC Engine, which we have selfishly taken complete advantage of for this edition. As "maxlords" on the Digital Press forums, we put him to good use as a moderator and all around useful guy. And they say slavery is dead...

Dave Warrington

Dave Warrington is your classic video gaming idiot. His first memories come from the near-flawless arcade ports the Atari 5200 had to offer. From there, came the NES, and it was all downhill from there for Dave as he dove into gaming addiction. A certified Nintendo junkie, he cannot escape the gaming goodness Nintendo has dropped on us over the past two decades. His regular ritualistic sacrifices to his NES system have helped move him towards his ultimate goal: owning every Nintendo-made cart. Ever. Dave spends his day sitting on his ass, maintaining the SNES section and throwing in his overly psychopathic comments to the NES and Genesis sections.

Janice Prishwalko

What does our spokes model Janice Prishwalko have to do with this Guide? Well, nothing really... but we really like the way she looks with our gear.



Everyone Else!

There are literally hundreds of people who have helped out over the years, from error-correcting tweaks to screen shot and scan contributions, to dedicating entire text to certain game entries. Without a community of gamers who actually CARE about the games of yesterday, there would not BE a Digital Press. To each of you, thanks again!



In 1994, Sega gave the gaming public 32X, a high-powered, 32-bit add-on for the Sega Genesis.

"Welcome to the Next Level!", they told us, but the 32X never quite achieved that next level itself and ended up mired in a glut of Sega products including the Genesis, Game Gear, Sega CD, and Saturn. An anomaly in a number of ways, there are often debates as to whether the 32X is a console or a peripheral, and whether the 32X can be considered a true 32-bit system, but these are irrelevant details to the 32X collector. What IS relevant is that there are 39 titles in all, 3 of which are imports. That makes the system easy to track and subsequently easy to collect for.

Most of the 36 US releases are fairly easy to find and within most collectors' budgets. On the rarity scale of 1 through 10, few titles are higher than a 4, and only two or three of them should cost you any more than \$25 complete in box. The hardest part of assembling this collection is finding the games in boxes of decent condition. The flimsy cardboard doesn't hold up well and needs to be taken care of.



The 32X library is a mix of enhanced 16-bit titles and efforts to push polygons and show off its power. Unfortunately, the enhancements are rarely enough to warrant purchasing a game you may already own on the 16-bit Genesis, and the polygon magic isn't always as impressive as we wanted it to be. There are exceptions, of course. **Shadow Squadron**, one of this system's "sleepers", is a great free-roaming space adventure that not only plays great but most importantly plays like something you wouldn't be able to play on a 16-bit system. While updates of **Pitfall** and **World Series Baseball** are decent games with very little extra to show from their Genesis counterparts, **Mortal Kombat II** is a good example of the expanded color palette the 32X brings to the table.

Let's not forget that really odd anomaly of expansion, the Sega 32X CD. This Frankenstein of game consoles requires both the Genesis and Sega CD components in addition to your 32X to play. Sadly, there are no unique titles in this very limited library, which features nothing more than better quality video, making the corny but delicious escapades of the beauties in **Night Trap** that much nicer to look at.

For the completist, the tricky parts of finishing your collection are the imports, which include one of the true holy grails of gaming, **Darxide**. If you focus solely on the US releases your toughest challenge will be tracking down **Spider-man: Web of Fire**, which was produced in limited quantities. Keep your eyes open and it will turn up, though. It's not in that "grail" category just yet.

By fall of 1995—less than a year after its US release—the 32X was discontinued as Sega directed everyone's attention to their "real" 32-bit system, the Saturn. Ironically, the Saturn would also meet with an early demise, a curse that would continue with the Dreamcast, forcing Sega to abandon hardware production altogether in 2002.

-Joe Santulli

Section written and maintained by Joe Santulli. Edited by Joe Santulli.

Special thanks to past and present contributor(s) James Barton.

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete".

U.S. GAME RELEASES

USA

- ☐ **36 Great Holes starring Fred Segal** **\$3/R1 Couples**
Developed by Flashpoint. A fair simulation, with some pro players and the ability to save up to 24 of your own custom players on the cartridge battery. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and 6 (out of 10). Released 1995. #84602.
- ☐ **After Burner** **Sega** **\$3/R1 + a.k.a. After Burner Complete**
Based on the 1987 Sega coin-op. Interesting choice, as Afterburner II had already been produced on the Genesis years earlier. It's a solid port anyway. Shooter/Third-Person Shooter. Released 1994. #84507.
- ☐ **BC Racers** **US Gold** **\$12/R5**
Developed by Core Design. Weak attempt at joining the Chuck Rock series (also developed by Core) with the at-that-moment very popular Kart Racing genre sparked by the Super NES game Super Mario Kart. Racing/Kart Racing. Released 1995. #T-7901B.
- ☐ **BlackThorne** **Interplay** **\$20/R5 +**
Developed by Blizzard Entertainment. Co-developed by Paradox. This version blows away the Super NES version, in our opinion. An interesting side-scrolling platformer in the spirit of Prince of Persia but with a darker tone. You can actually kill the prisoners you're there to save. We like being bad. Action/2D Adventure. Released 1995. #84519.
- ☐ **Brutal: Above the Claw** **GameTek** **\$15/R3 a.k.a. Brutal Unleashed**
Developed by Alternative Reality. Technically a sequel to the 16-bit releases of Brutal: Paws of Fury. An interesting but average one-on-one fighting game with animals that learn new special moves as you progress. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5, 6.5, and 6 (out of 10). Released 1995. #T-8301B.
- ☐ **Cosmic Carnage** **Sega** **\$3/R1 - a.k.a. Cyber Brawl**
This is not the game you want to show off the power of the 32X with. Looks, sounds, and plays like hell. Fighting/Tournament Style. EASTER EGGS: You can play the Japanese version, Cyber Brawl, by pressing X+B+Z and Start during the game's introduction. Unfortunately, it doesn't make this game much more entertaining. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and 4 (out of 10). Flux magazine gave this game a D+. Released 1994. #84700.
- ☐ **Doom** **Sega** **\$3/R1 +**
Developed by id Software. The original game was written for DOS-based computers by John Carmack, John Romero, Michael Abrash and Dave Taylor. This game was at one time a pack-in with the 32X hardware. An acceptable port of the hit PC game, but we think they could have done much better. What's up with the gigantic frame around the screen? Why don't these bad guys have sides... or backs? Shooter/First-Person Shooter. LANDMARK: This was a

launch title in the US. EASTER EGGS: Ah, "God Mode". The official mode of Digital Press readers everywhere. Here it is: on your 6-button controller, pause the game and press Up + Mode + X + Z simultaneously. One snag: you can't play beyond the 15th level. That's no way to treat a God. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Flux magazine gave this game a B-. Released 1994. #84506.

- ☐ **Knuckles Chaotix** **Sega** **\$30/R3 + a.k.a. Chaotix**
A somewhat different kind of game set in the Sonic universe where Knuckles pulls some characters around with a rubber band. You will either love it or hate it. There's a beta floating around called "Sonic Crackers" that plays an awful lot like this game, it's probably an early working title of Chaotix. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5, 7.5, and 7 (out of 10). Released 1995. #84503.
- ☐ **Kolibri** **Sega** **\$10/R3 +**
Developed by Novotrade. This game stars a hummingbird that zooms around forest landscapes and shoots things. You can definitely see the Ecco the Dolphin influence here. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 7, and 6.5 (out of 10). Released 1995. #84518.
- ☐ **Metal Head** **Sega** **\$4/R2**
A first-person shooter that puts you inside of a slow-moving mech that's got to lay waste to foes while dealing with some choppy frame rates and pop-up. Action/Mech Battle/Sim. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5, 4.5, and 4 (out of 10). Released 1995. #84511.
- ☐ **Mortal Kombat II** **Acclaim** **\$5/R2**
Developed by Probe. Based on the 1993 Midway coin-op. It's a fair port of the arcade game, but the Super NES version is still the best in our opinion. Fighting/Tournament Style. Released 1994. #T-8101B.
- ☐ **Motocross Championship** **Sega** **\$5/R2 -**
Developed by Artech Studios. As awful as this "behind the biker" racing game plays in single-player mode, just check out the disaster of a two-player game, with loads of screen taken up with useless displays. Racing/Motocross/Cycle. Released 1995. #84508.
- ☐ **NBA Jam Tournament Edition** **Acclaim** **\$3/R1**
Developed by Iguana. Based on the 1993 Midway coin-op. Quite possibly the best port of this game, assuming you liked the arcade version. Packaged in a plastic Genesis-style case. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 and 8 (out of 10). Released 1995. #T-8104B.
- ☐ **NFL Quarterback Club** **Acclaim** **\$4/R2**
Developed by Iguana. It's better than you'd expect, but if you've played any Madden game after 1995, there's nothing here that will surprise you. Sports/Football. Released 1995. #T-8102B.
- ☐ **Pitfall: The Mayan Adventure** **Activision** **\$20/R5**
Designed by Robert Champagne, Chris Phillips. Pitfall Harry's son sets off to rescue dad and kicks some butt in the jungle! A nice platformer. Action/Platform/Scrolling Screen. EASTER EGGS: To access the original Atari 2600 classic, press Down, A (x 26), Down at the title screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 5.5 (out of 10). Released 1995. #T-13001B.
- ☐ **Primal Rage** **Time Warner** **\$20/R5**
Developed by Probe. Based on the 1994 Atari Games coin-op. Based on the mediocre arcade fighter where you could eat the human spectators. The UK version of this game is quite rare, with

somewhere between 6,000 and 10,000 copies produced. Fighting/Tournament Style. Released 1995. #84705.

- ❑ RBI Baseball '95** **Time Warner** **\$12/R3 -**
Developed by Tengen. This is one of the nastiest looking baseball games ever made. The RBI games on the Genesis look better than this 32X update, which insists on turning the previously cartoony players into "realistic" ones, a big mistake in our opinion. Plays fine but it's pretty hard to get past the ugly. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 6 and 5.5 (out of 10). Flux magazine gave this game a B-. Released 1994. #T-4803F.
- ❑ Shadow Squadron** **Sega** **\$5/R2 +**
a.k.a. Stellar Assault
Now HERE is a game that shows off what the 32X can do. No way the Genesis can pull this off. An often over-looked 3D cockpit space shooter which doesn't have the voice overs and lavish presentation that Star Wars Arcade does, but has superb action. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5, 5, and 5 (out of 10). Released 1994. #84509.
- ❑ Space Harrier** **Sega** **\$3/R1 +**
Developed by AM2 (Sega). Based on the 1985 Sega coin-op. Like Afterburner, the Genesis had already seen a sequel to the original arcade game YEARS before the 32X arcade port appeared. Hey, it's a great game, but it's a great game appearing on a home console 9 years late. Shooter/Third-Person Shooter. EASTER EGGS: Let us cheat. At the Sega logo screen, hold A + C + Start on the second player control pad. Continue holding those buttons and press A + B + C and Start two times on the first player control pad. Released 1994. #84505.
- ❑ Spider-Man: Web of Fire** **Sega** **\$80/R7**
Developed by Blue Sky Productions. There are rumored to be only 1500 of this game ever produced. It's a vertical and horizontal beat'em up with lots of swinging around and punching. Not particularly great but not bad, either. Fighting/Side-Scrolling. LANDMARK: This was the last game released for the 32X in the US. Released 1995. #84517.
- ❑ Star Trek: Starfleet Academy** **Interplay** **\$18/R4**
Developed by High Voltage Software. A game that takes you through Starfleet Academy, grading you on your performance and subsequently advancing you through the academy. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6.5, and 5.5 (out of 10). Released 1994. #84521.
- ❑ Star Wars Arcade** **Sega** **\$3/R1 +**
Based on the 1993 Sega coin-op. Probably the system's best selling and most recognizable title, it's hit-and-miss all the way through. Some great graphics, some great music, some excellent stages. Unfortunately there are unexpected problems peppered throughout the game as well. Overall it's a winner but it may not "wow" you as Sega had hoped. Shooter/First-Person Vehicle Shooter. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Flux magazine gave this game a B. Released 1994. #84508.
- ❑ Tempo** **Sega** **\$3/R1**
a.k.a. Super Tempo
Developed by Red. A nice platformer based around music that even features a vocal rap introduction. A very "showy" game, displaying the best in 2D graphics and music on the system. Action/Platform/Scrolling Screen. Released 1995. #84504.

- ❑ T-Mek** **Time Warner** **\$25/R5**
Developed by Bits. Based on the 1994 Atari Games coin-op. Remember the ultra-cool coin-op cabinet for T-Mek? The arcade experience was just so... big, and this game is, well... so small. The game itself has lost a lot in the translation to home. The 3D0 title Battlesport is a much better home game with the same concept, go there instead. Action/Mech Battle/Sim. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 6, and 5 (out of 10). Released 1995. #84520.
- ❑ Toughman Contest** **Electronic Arts** **\$8/R3**
Designed by Michael Rubinelli. Port of the mediocre Genesis game of the same name with slightly improved visuals and identical mediocre gameplay. For a game that looks so much like an update to Punch-Out!! it sure misses the mark. Sports/Boxing. PERIODICALS: Electronic Gaming Monthly gave this game a 8 and 7.5 (out of 10). Flux magazine gave this game an A-. Released 1995. #T-5001B.
- ❑ Virtua Fighter** **Sega** **\$8/R3 +**
Developed by AM2 (Sega). Based on the 1993 Sega coin-op. The original 3-dimensional arcade fighter is on display at the Smithsonian Institute's Museum. A great port that's more solid than the Saturn's initial VF offering. Best 32X fighter without a doubt. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and 6.5 (out of 10). Flux magazine gave this game an A. Released 1995. #84701.
- ❑ Virtua Racing Deluxe** **Sega** **\$6/R2 +**
a.k.a. V.R. Deluxe
Developed by AM2 (Sega). Based on the 1992 Sega coin-op. Bravo, AM2. This is by far the best version of the game ever. Yes, even better than the Saturn version which tampers with the game's signature physics. Racing/F1/Indy/Stock Cars. LANDMARK: This was a launch title in the US. PERIODICALS: Flux magazine gave this game a B+. Released 1994. #84601.
- ❑ World Series Baseball starring Deion Sanders** **Sega** **\$20/R6 +**
Developed by Blue Sky Productions. It's pretty difficult to find the differences between this and World Series Baseball '95 on the Genesis, but they're in there - it's very subtle. The game happens to be awesome on the Genesis and stays true to itself here. No complaints from us. Sports/Baseball. Released 1995. #84605.
- ❑ WWF Raw** **Acclaim** **\$8/R3**
The same game as the Genesis/SNES versions, but with a new character and other minor additions. Decent "stock wrestling game" that fills a popular niche. Packaged in a plastic Genesis-style case. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 6 and 5.5 (out of 10). Released 1995. #T-8103B.
- ❑ WWF Wrestlemania: The Arcade Game** **Acclaim** **\$12/R4**
a.k.a. WWF Super Wrestlemania
Developed by Titan Sports. Based on the 1995 Midway coin-op. Solid port of the "Mortal Kombat meets WWF" arcade game. Fighting/Wrestling. Released 1995. #T-8110B.
- ❑ Zaxxon's Motherbase 2000** **Sega** **\$20/R3**
a.k.a. Motherbase, Parasquad
An update to the classic Sega coin-op, Zaxxon, which plays more like the Sammy coin-op Viewpoint. Shooter/Scrolling Isometric. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5.5, 5.5, and 5 (out of 10). Released 1995. #84512.

Total # of items for this section: **31**

NON U.S. GAME RELEASES

- | | Europe | | |
|--|---|------------------------|------------------|
| ☐ | 36 Great Holes starring Fred Couples | Sega | \$8/R4 |
| Developed by Sega Sports. BOX DESCRIPTION: "Play the GOLF MAGAZINE selection of 36 U.S. course holes digitized for spectacular detail. Play as Fred Couples or take him on. 32X Technology brings you: - Total shot control -Ultra-realistic gameplay - 7 ways to play including Tournament, Skins Game and Scramble - Thousands of Course combinations - Battery Back-up to save your vital stats." Released 1995. #84602-50. | | | |
| ☐ | After Burner Complete | Sega | \$18/R3 |
| BOX DESCRIPTION: "Strap into your lethal F14 Tomcat, kick-in the afterburner and set the skies alight! You fly through multiple day and night missions over land and sea, picking off enemy targets as you lock and launch your deadly Sidewinder missiles." Released 1994. #84507-50. | | | |
| ☐ | Corpse Killer (CD) | Acclaim | \$15/R5 |
| Developed by Digital Pictures. The game was also released on Mega/Sega CD, but the only improvement in the 32X version is the higher quality of the videos. LANDMARK: This was the first CD 32X game. BOX DESCRIPTION: "You're dying of Voodoo poison, a mad genius is on your trail, and hundreds of rotting dead are coming to chew your guts. Your only hope is to blow 'em away. But hey, how tough can it be? They're already dead! - 100% Real Video...with hundreds of Zombie Targets - Plot your survival strategy, choose your battles!" Released 1995. #T-16201F-50. | | | |
| ☐ | Cosmic Carnage a.k.a. Cyber Brawl | Sega | \$10/R5 |
| Released 1994. #84700-50. | | | |
| ☐ | Doom | Sega | \$6/R3 |
| Developed by id Software. The original game was written for DOS-based computers by John Carmack, John Romero, Michael Abrash and Dave Taylor. BOX DESCRIPTION: "All hell has run amok! Monstrous demons use their gruesome talents to turn your space station into your worst nightmare. Fight black magic with firepower in virtual reality perspective to save your skin!" Released 1994. #84506-50. | | | |
| ☐ | FIFA Soccer '96 | Electronic Arts | \$40/R5 + |
| Developed by EA Sports. It's a shame that this game was never released in the US or Japan, or that it hadn't been released sooner. The FIFA series was already very popular on the Genesis and Mega Drive, and this game absolutely blows away any soccer game produced on a 16-bit system. The only consolation is that the game will play on an NTSC set-up. Sports/Soccer. Multiplayer adapter compatible. Released 1995. #T-5002B-50. | | | |
| ☐ | Knuckles Chaotix a.k.a. Chaotix | Sega | \$30/R4 |
| Released 1995. #84503-50. | | | |
| ☐ | Kolibri | Sega | \$40/R6 |
| Released 1995. #84518-50. | | | |
| ☐ | Metal Head | Sega | \$13/R4 |
| BOX DESCRIPTION: "The country is in the hands of revolutionary terrorists and the World Federation Police have sent you in a "Metal Head" trooper to crush the rebels. Grab the controls and unleash the full might of your attack robot to conquer the 3D texture-mapped cyber-jungle." Released 1995. #84511-50. | | | |
| ☐ | Mortal Combat II | Acclaim | \$10/R3 |
| Developed by Midway. Indexed in Germany. Released 1995. #T-8101B-50. | | | |
| ☐ | Motherbase a.k.a. Zaxxon Motherbase 2000 / Parasquad | Sega | \$20/R5 |
| BOX DESCRIPTION: "Hit the boosters and make ready for deep-space combat and intense close-quarters warfare inside a drifting space colony. Snatch enemy weapons in heart-thumping precision docking moves and turn their missiles back at them as you cruise through this 3D alien battleground." Released 1995. #84512-50. | | | |
| ☐ | Moto Cross Championship | Sega | \$10/R4 |
| BOX DESCRIPTION: "Kick-start your bike and feel the horsepower as you rocket around 12 back-breaking tracks of incredible graphics in your race for the Motocross Championship. Battle 12 fierce competitors over whoops, tabletops and triple jumps or play a 2-player season for handlebar-to-handlebar action." Released 1995. #84600-50. | | | |
| ☐ | NBA Jam Tournament Edition Acclaim | | \$5/R3 |
| BOX DESCRIPTION: "NBA JAM Tournament Edition on 32X is the best jam yet! It's a whole new game with 32 megs of slam-dunking action! Bigger players! Sharper graphics! An all-new stadium rocking soundtrack! And -- OH, MY -- straight from the arcade character scaling that truly takes you to new heights! NBA JAM TE for 32X...The ultimate arcade Jam!" Released 1995. #T-8104B-50. | | | |
| ☐ | NFL Quarterback Club | Acclaim | \$5/R3 |
| BOX DESCRIPTION: "NFL Quarterback Club upgrades the action on 32X...All-new advanced passing gives you 80 yards of viewable field, multi-view perspectives heat up the running game and the exclusive Smooth-Cam delivers the most advanced instant replay from virtually any angle. NFL Quarterback Club on 32X...REAL FOOTBALL FOR REAL PLAYERS!" Released 1995. #T-8102B-50. | | | |
| ☐ | Night Trap (CD) | Acclaim | \$25/R7 |
| Developed by Digital Pictures. Night Trap was first released on the Sega/Mega CD but didn't have any success until senator Joel Lieberman started a debate about the violence in video games after seeing Night Trap. This made the game known to public and increased sales so much that the game was ported to other systems including the 32X. Released 1995. #T-16202F-50. | | | |
| ☐ | Slam City with Scottie Pippen (CD) | Acclaim | \$15/R7 |
| Developed by Digital Pictures. Imagine a basketball game that's hardly interactive at all and features Scottie Pippen and you'll know that this one was doomed to fail. Surprisingly enough this was already a port of the Sega/Mega CD version though, a port no one needed. Released 1995. #T-16204F-50. | | | |
| ☐ | Space Harrier | Sega | \$17/R4 |
| BOX DESCRIPTION: "Laser blast and dodge your way through a frantic fantasy land swarming with unbelievable monsters and mutants constantly coming at you. Accelerate through this arcade classic and answer the distress call...or pay the ultimate penalty!" Released 1994. #84505-50. | | | |
| ☐ | Star Wars Arcade | Sega | \$8/R4 |
| Developed by LucasArts. BOX DESCRIPTION: "The Force is with you as you pursue Darth Vader through 8 levels of staggering space warfare. Track the X-Wing alone or draft a gunner for devastating 2 player power. With 2 flight views, astounding 3-D graphics and digitized sound." Released 1994. #84508-50. | | | |
| ☐ | Stellar Assault a.k.a. Shadow Squadron | Sega | \$15/R4 |
| BOX DESCRIPTION: "Enter the cockpit of your laser-equipped fighter and prepare to be thrust into the 3D world of deep-space battle. Pilot your craft across galaxies, destroying all enemy fleets in your path, or enter 2 player mode as pilot and gunner in pursuit of your ultimate mission." Released 1994. #84509-50. | | | |

Supreme Warrior: Ying Heung (CD) **Acclaim** **\$18/R4**

a.k.a. Dai BING

Developed by Digital Pictures. Yet another FMV-game for the 32X, and again a really bad one, as with the other games there was already a Sega/Mega CD version and one may ask why they made a 32X version of it. It has improved video-quality, but that's all. BOX DESCRIPTION: "Imagine you are a Kung-Fu street fighter in a world ruled by evil warlords and cultmasters -- except this time...it's real! - 100% Real Video - Filmed on location in Hong Kong - 12 Actual Martial Arts champions as your opponents (not cartoons)" Released 1995. #T-16203F-50.

Toughman Contest **Electronic Arts** **\$8/R4**

Developed by Visual Concepts / High Score. BOX DESCRIPTION: "Are you tough enough? Bone crushing real, all comers boxing. Dynamic 3d-Qsound and 256 color artwork make use of awesome 32X technology. 24 individually rated boxers and 14 special moves including Windmill Wind-Up, Haymaker and Popeye Punch." Released 1995. #T-5001B-50.

Virtua Fighter **Sega** **\$12/R3**

BOX DESCRIPTION: "Virtua Fighter for the 32X is going to hurt. Do you dare enter the ring? There's arcade speed, control and graphics, all 700 arcade moves, revolutionary polygon shading and changing 3D perspectives as well as 8 different fighters. This is a true home arcade experience. Feel the awesome power of the 32X as it kicks its way into your home!" Released 1995. #MK84701-50.

Virtua Racing Deluxe **Sega** **\$5/R2**

BOX DESCRIPTION: "The Arcade smash hits 32X. Choose from 3 cars: Formula One, Stock, or prototype. Race against the clock or a friend. 5 tough tracks. 4 Playable driving views...THE BADDEST VIRTUA RACING GAME EVER!" Released 1994. #84601-50.

WWF Raw **Acclaim** **\$5/R3**

BOX DESCRIPTION: "The ultimate 32X slugfest! Next-generation graphics, upgraded sound f/x, the hottest WWF-Superstars, new mat-pounding moves, all-new pins and more out-of-the-ring mayhem than any other game! Now more than ever.... RAW IS WAR!" Released 1995. #T-8103B-50.

Total # of items for this section: **24**

Japan

Gekijoban Sangokushi IV **Koei** **\$50/R7**

a.k.a. Romance of the Three Kingdoms IV: Wall of Fire

This one never made it out of Japan, but if you're a fan of the series, you can play virtually the same game on the Super NES with Romance of the Three Kingdoms IV. Role-Playing/Turn-Based/Battle-Centric. Released 1995.

Total # of items for this section: **1**

UK

Darxide **Sega** **\$350/R8**

a.k.a. Dark Side (working title)

Designed by David Braben, Peter Irwin. Developed by Frontier. Designer Braben is better known for his space-faring masterpiece "Elite". The original title of the game, "Dark Side" was altered for copyright reasons. If there was ever a game to push the 32X to its limits and actually convince a gamer they were playing a 32-bit game, this is the one. Darxide is the only 32X title to exploit the use of texture-mapped polygons (as opposed to the much more bland but less CPU-intensive flat-shaded ones you see in Shadow Squadron or Virtua Racing Deluxe). Unfortunately for Japanese and North American 32X owners, Darxide is a true PAL game and must be played on UK hardware (including a PAL-compatible TV). In

2003 developer Frontier released an enhanced version of the game, "Darxide EMP" for Pocket PC's and the Nokia series 60 mobile phones. Simulation/Space Combat. LANDMARK: This was the last game released for the 32X worldwide. Released 1996. #84580-50.

Primal Rage **Unknown** **\$50/R9**

For a long time Darxide was known to be the hardest to find 32X PAL release but Primal Rage proved to be even rarer. telegames.co.uk is the only place known to have sold this game and it's still not 100% proven that they did. The game did surface though, but there's only one(!) copy known right now. Released 1996. #MK84705.

Total # of items for this section: **2**

PROTOTYPE/ AND ONE OF A KINDS

Sonic Crackers **Sega** **\$0/R10**

Virtua Hamster **Sega** **\$0/R10**

Designed by Eric Quakenbush.

X-Men: Mind Games **Sega** **\$0/R10**

a.k.a. X-Men: Mojo World

Total # of items for this section: **3**

HARDWARE AND PERIPHERALS

Console, 32X **Sega** **\$15/R2**

a.k.a. Mega Drive 32X (UK/Brazil), Super 32X (Japan)

The 32X plugs snugly into the Genesis cartridge port (though it will not work on the Genesis 3 model). Through it, you can play either Genesis or 32X cartridges. It can detect a 32X cartridge and act as a simple pass-thru device if a Genesis cartridge is plugged into it. Likewise, if plugged in to a Genesis system with Sega CD expansion, it will activate the 32X CD's or Sega CD's accordingly. Released 1995.

Virtua Fighter Training Pack **Sega** **\$0/R0**

This little promo, packaged like a 32X game, contains a video tape with Virtua Fighter game tips, a \$20 coupon towards purchase of the cartridge, a T-shirt and a contest entry form for a Virtua Fighter arcade machine. Released 1995.

Total # of items for this section: **2**

RUMOR MILL

32 Xtreme **Sega** **\$0/R0**

36 Great Holes starring Fred Couples **Sega** **\$0/R0**

Developed by Flashpoint. A CD version of this game featuring more holes was announced but never released.

A.M.O.K. **Sega** **\$0/R0**

Developed by Scavenger. Many rumored titles such as this turned up on the Saturn, it's possible that development efforts were scrapped and/or converted.

☐ Alien Trilogy	Acclaim	\$0/R0
Developed by Probe. Many rumored titles such as this turned up on the Saturn, it's possible that development efforts were scrapped and/or converted.		
☐ Alien vs. Predator	Fox Interactive	\$0/R0
Developed by Rebellion.		
☐ Alone In The Dark	Interplay	\$0/R0
Developed by I-motion. Many rumored titles such as this turned up on the Saturn, it's possible that development efforts were scrapped and/or converted.		
☐ Another World	Interplay	\$0/R0
This was released as "Out of This World" in the US on several game systems.		
☐ Apache	Domark	\$0/R0
☐ Baldies	GameTek	\$0/R0
This game was released for the Atari Jaguar (CD).		
☐ Batman Forever	Acclaim	\$0/R0
Based on the 1995 action/fantasy movie.		
☐ BIOS Fear	ASG	\$0/R0
Developed by SenseNet.		
☐ BloodStorm	Sega	\$0/R0
Developed by Incredible Technologies.		
☐ Casper	Interplay	\$0/R0
Many rumored titles such as this turned up on the Saturn, it's possible that development efforts were scrapped and/or converted.		
☐ Clay Fighter 2: Judgment Clay	Interplay	\$0/R0
☐ College Basketball's National Championship	Sega	\$0/R0
☐ Comix Zone	Sega	\$0/R0
☐ Darkstalkers	Capcom	\$0/R0
☐ Daytona USA	Sega	\$0/R0
Many rumored titles such as this turned up on the Saturn, it's possible that development efforts were scrapped and/or converted.		
☐ Descent	Interplay	\$0/R0
☐ Dracula X	Konami	\$0/R0
☐ Dragon's Lair II: Time Warp	ReadySoft	\$0/R0
☐ Dynamite Headdy	Sega	\$0/R0
Developed by Treasure.		
☐ Ecco Jr.	Sega	\$0/R0
Developed by Novotrade.		
☐ Ecco the Dolphin	Sega	\$0/R0
Developed by Novotrade.		
☐ Garfield	Sega	\$0/R0
Designed by Eric Quakenbush.		
☐ Heavy Machinery	Sega	\$0/R0
Developed by Scavenger.		
☐ Izzy's Quest for the Olympic Rings	Acclaim	\$0/R0
☐ Jet Ski Rage	Sega	\$0/R0

Developed by Velocity.

☐ Judge Dredd	Acclaim	\$0/R0
Based on the 1995 Sylvester Stallone action/sci-fi movie, which was in turn based on a long-running DC comic book series.		
☐ Kingdom: The Far Reaches	Interplay	\$0/R0
Developed by CapDisc.		
☐ Loadstar: The Legend of Tully Bodine	Sega	\$0/R0
Developed by Rocket Science Productions.		
☐ Midnight Raiders	Sega	\$0/R0
☐ Mighty Morphin' Power Rangers	Sega	\$0/R0
Developed by Bandai.		
☐ NBA Action	Sega	\$0/R0
☐ Norse by Norsewest: The Lost Vikings 2	Interplay	\$0/R0
☐ Outpost	Sega	\$0/R0
Developed by Sierra.		
☐ Powers Kingdom	Panasonic	\$0/R0
This game was released on the 3DO platform as "Guardian War".		
☐ Primal Rage	Time Warner	\$0/R0
A CD version of this game was rumored but never produced.		
☐ Primal Rage (CD)	Time Warner	\$0/R0
☐ Prime Time NFL featuring Deion Sanders	Sega	\$0/R0
☐ Quarantine	GameTek	\$0/R0
☐ Race Drivin'	Tengen	\$0/R0
☐ Rayman	Ubi Soft	\$0/R0
☐ Revolution X	Acclaim	\$0/R0
Many rumored titles such as this turned up on the Saturn, it's possible that development efforts were scrapped and/or converted.		
☐ Road Rash 3: Tour de Force	Electronic Arts	\$0/R0
☐ Scottish Open, The	Core Design	\$0/R0
☐ Shadow of Atlantis	Sega	\$0/R0
Designed by Eric Quakenbush.		
☐ Shellshock	US Gold	\$0/R0
☐ Sonic 4	Sega	\$0/R0
☐ SoulStar X	Sega	\$0/R0
Developed by Core Design.		
☐ Spectre VR	Sega	\$0/R0
☐ Spider-Man & Venom: Separation Anxiety	Acclaim	\$0/R0
☐ Spot Goes to Hollywood	Virgin	\$0/R0
☐ Street Fighter: The Movie	Acclaim	\$0/R0
Developed by Capcom. Many rumored titles such as this turned up on the Saturn, it's possible that development efforts were scrapped and/or converted.		
☐ Street Racer	Ubi Soft	\$0/R0
Developed by Vivid Image.		
☐ Super Street Fighter 2 Turbo	Capcom	\$0/R0

- | | | |
|--|-----------------|---------------|
| ☐ Surgical Strike | Sega | \$0/R0 |
| The manual for the Sega CD version offers an upgrade to the 32X one which, sadly (?), never came to be. | | |
| ☐ Thunder Strike 2 | US Gold | \$0/R0 |
| ☐ Thunderhawk 2 | Sega | \$0/R0 |
| ☐ Tomcat Alley Deluxe | Sega | \$0/R0 |
| ☐ Top Gear: Overdrive | Kemco | \$0/R0 |
| also known as "Kotobuki System Co. Ltd". | | |
| ☐ Virtua Cop | Sega | \$0/R0 |
| Many rumored titles such as this turned up on the Saturn, it's possible that development efforts were scrapped and/or converted. | | |
| ☐ Virtual Golf | Sega | \$0/R0 |
| Developed by Core Design. | | |
| ☐ Voyager Star 2 | Sega | \$0/R0 |
| ☐ VR Troopers | Sega | \$0/R0 |
| Developed by Flying Tiger. | | |
| ☐ Wing War | Sega | \$0/R0 |
| ☐ Wirehead | Sega | \$0/R0 |
| ☐ Zero Tolerance | Accolade | \$0/R0 |
| ☐ Zorro | Sega | \$0/R0 |
| Total # of items for this section: 69 | | |

CD ROM GAMES

USA

- | | | |
|--|------------------------|-----------------|
| ☐ Corpse Killer (CD) | DigitalPictures | \$3/R1 - |
| Port of the Sega CD FMV shooter of the same name. It's an embarrassment, really - one that is compounded by the fact that this game appears on several game consoles of the mid-90's. Action/Full-Motion Video. Sega and American Videogames Light Gun compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 5 (out of 10). Released 1995. | | |
| ☐ Fahrenheit (CD) | Sega | \$8/R2 |
| There are two disks in the box, one for Sega CD and one for 32X using the CD drive. Strangely, you need to boot up the Sega CD disk to play the 32X version. Action/Full-Motion Video. Released 1995. #4438. | | |
| ☐ Night Trap (CD) | DigitalPictures | \$10/R2 |
| Features the acting talents of "Diff'rent Strokes" actress Dana Plato. Produced by Tom Zito. Port of the controversial Sega CD game of the same name. Action/Full-Motion Video. LANDMARK: Night Trap was originally developed by Axlon (Nolan Bushnell's company after Atari) for a system called "ControlVision". Some scenes from the planning sessions of the game appear in hidden video on the Sega CD version. PERIODICALS: Flux magazine gave this game a B+. Released 1995. #T-16202F. | | |
| ☐ Slam City with Scottie Pippen (CD) | DigitalPictures | \$3/R1 - |
| Designed by Steve DeFrisco. Produced by Tom Zito. Action/Full-Motion Video. PERIODICALS: Electronic Gaming Monthly gave this game a 6 and 5 (out of 10). SANTULLI SLANT: Give Scottie Pippen some credit for not ending his basketball career after this stool of a game was released. "Sham City", I call it. Some ideas are best left untold, here is living testimony. [Gr: 8, So: 8, Ga: 1, Ov: 2] Released 1995. #T-16204F. | | |

- | | | |
|--|------------------------|-----------------|
| ☐ Supreme Warrior (CD) | DigitalPictures | \$5/R2 - |
| a.k.a. Dai Bing, Ying Heung: The Supreme Warrior | | |
| It's like a (somewhat) interactive Japanese martial arts movie, only far suckier. Produced by Tom Zito. Action/Full-Motion Video. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5, 5, and 5 (out of 10). Released 1995. | | |
| Total # of items for this section: | | 5 |
| Total # of items in all: | | 137 |

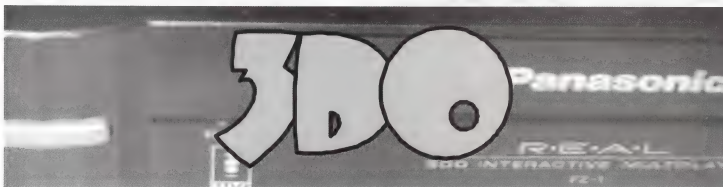
HISTORICAL NOTES

Launched in the USA 1994. Original retail price: \$159.99.

TECHNICAL NOTES

Processor*: Twin Hitachi SH2 RISC (32-bit)
 Processor Speed*: 23 MHz
 Colors: 32768 max on-screen
 Memory*: 512k (4 MBit) RAM
 Game Media: Cartridges
 *in addition to Sega Genesis hardware

The 32X does not have any lock-out technology but being the piggyback unit that it is, it is subject to whatever lockouts the console and/or cartridge being used are. See the Sega Genesis section for more details.



Visionary Trip Hawkins, who in 1993 was primarily known as the driving force and creator behind software giant Electronic Arts had another vision: a technology that would bring the best of multimedia into everyone's home. A technology that would not only astound us with its stunningly realistic 3D graphics but would also play all of our movies and music. An ambitious thought indeed, and one that was just a little before its time. After all, this is the technology that our present systems rely on today. Think about the PS2: high-end gaming power, DVD capability, CD music ready.

The concept seemed like a winner to many at the time. With the backing of seven partners, the commitment of dozens of the industry's top developers, and the open-ended nature of the system, what could possibly go wrong? The 32-bit 3DO system could push as many as 16 million pixels per second, was loaded with 1MB of video RAM, and could play audio CD's, CD+G's, photo CD's, VCD's (with the addition of an MPEG adapter) and of course these cutting-edge 3DO games.



As impressive as it all sounds, this technology launched to the tune of \$699 in late 1993, which was unarguably too expensive to be competitive. The prices eased up slowly over time as competition at least brewed between hardware developers. In the USA we had a Panasonic and Goldstar console, while in Japan there was in addition to these a Sanyo 3DO. All of these consoles are compatible with 3DO software. Unfortunately for 3DO, the price tag kept the system from being something kids would find under their Christmas trees and even the early adopters, the "gotta have it at launch" consumers (as unfortunately I was at the time) were skeptical that this system would ever be the world-beater they were promised.

Looking over the software list, you'll notice quite a bit of in the "non-games" section. This is the kids' stuff, the educational software, that kind of thing. Nothing of interest to note here, other than the fact that this machine simply isn't cut out to do a lot of the things the developers thought it could do. Things like the **20th Century Almanac** and **Life Stage** (a virtual "interior decorator") are both clumsy with a joystick interface as well as intolerably slow. It may not have seemed as bad in 1994, but it's just ponderous stuff by today's standards.

Nothing cries out "early days of multimedia" like some of the 3DO games that were ported from the PC. It's amazing how many developers thought it would be cool to have 3D modeled CGI characters in their games. It's not cool, and MAN does it date the software. Gamers will want to avoid the likes of **Cyberia**, **Lost Eden**, **Creature Shock**, **Hell**, and **Dragon Lore**. They reek of 1993 and despite some pretty interesting themes and well-meaning gameplay, they're part of that clumsy "let's show how this console is actually as good as a PC" mentality that clearly didn't convince anyone of that fact back in the day.

Then there are the games that simply didn't age well. They were great between 1994-1995 but along came PlayStation and Saturn and suddenly we all understood what a 32-bit console could really do. Example: I used to love **Killing Time**, Studio 3DO's take on the first-person shooter. **Killing Time** features some truly terrific character designs, cut-scenes built right into the game (like FMV ghosts that would appear when you walk into a room but you could walk through or past them), and a ton of levels. Well, it's pretty bad by today's standards. The graphics are ac-

tually quite sparse, the characters terribly pixilated when up close, but worst of all is the frame rate. We weren't talking too much about frame rates back then, but **Killing Time** could be the poster child for good games destroyed by frame rates. Another candidate would be **Star Fighter**, which is a great game that would be a classic to this very day (at least for me) if the frame rate were just a hair better. A hair better would make them tolerable. I have yet to play the PlayStation version of **Star Fighter**, but I'll bet it's a hidden gem. Two other games that failed in nearly biblical proportions to do what it shouldn't have been asked to do (introduce digitized character graphics into the gameplay) were the fighting game **Shadow: War of Succession** and the first-person shooter **Virtuoso**. They actually both manage the characters alright, but they're stuck inside of extremely poor games. But then again, we knew that even back then.

There are a few great sleepers and titles that may look like "B" titles but will surprise you. **Icebreaker** is the first that springs to mind, an action puzzle game where you have to eliminate the triangular shapes from the playfield by either smashing them down, shooting them, or luring bad guys into them. You're a triangle as well. So are the bad guys. This is probably why we didn't "get it" back then but as it turns out the game has not only aged well but I'd venture to say that it relates better to today's mix of games. It's a puzzle-shooter, and there just aren't enough of those. **Dino Park Tycoon** is another good example, it certainly appears by all exterior appearances to be a kids game - if it can even be seen as a game at all - turns out to be a very competent resource management game with heavy **Theme Park** overtones. I actually found myself saving my park to go back to later. Mind you, I relate very well with games marked "for ages 8+". Another nice surprise for RPG fans is **Guardian War**. One of just a handful of RPG's on the system, **Guardian War** could even be called a forefather to the "tactics"-style RPG's of today, complete with changing character jobs/class and upgrading their body types. I wasn't a big fan of the game back then, but must admit that I found it really addictive and had to force myself to put it down and move along. I do plan on going back to that one as well. Finally, though largely ignored (probably because the 3DO was already collapsing when the game was released), **Scramble Cobra** is a surprisingly competent helicopter sim, if you could call it a sim. It's more of an arcade-style sim, like the **Thunderstrike** series. Really good stuff!

Many games that I would have categorized as "great games" back then hold true to that today. **Return Fire**, **Super Street Fighter II**, **Blade Force**, **Road Rash**, **Lucienne's Quest**, **Star Control II**, and yes, the much-debated **Way of the Warrior...** and do not underestimate some of the high production games like **Shockwave 2**. I was not a fan of the original game - I found the levels to be a little too long against the difficulty involved, and too many times I'd get smoked at the end of a level and have to go through that long conquest all over again from the start. **Shockwave 2** still has pretty long levels but they're much more diverse, with three different types of units to control and lots of sub-missions within the missions. I got hooked on this one recently and a simple screen shot exercise became a two hour **Shockwave 2**-fest. I LOVE these games. And for these titles I will never part with my 3DO.

If you're into FMV, this library has three of the best the genre ever had to offer: **Snow Job**, **Night Trap**, and **Psy-chic Detective**. Forget everything you've heard about FMV and give these a shot. Even if you played and hated **Night Trap** in the 90's you may find that you're having fun getting frustrated with it again, NOW primarily for the sheer cheezi-ness of the game. It's comedy gold. I'd put **Sewer Shark** into this category as well, but the game is pretty monotonous outside of the hilarious cut scenes.

How about the sports games? There are four distinctly great sports titles: **FIFA Soccer**, **Madden Football**, **Foes of Ali** and **Olympic Summer Games**. Sure, they were ALL done on other consoles as well, but these are the BEST of those first-gen games (**Foes of Ali** surely being the predecessor of **Knockout Kings** with has now become **Fight Night**). They all still hold up well, even with the slightly dated polygon technology used in **Ali** and **Olympic Summer**. Give them a try.

Sadly, for every good game there is a bad one to keep newcomers on their toes. Many are simply victims of bad judgment. For example, all of the FMV games - every one of them that should use a light gun - is completely useless without the light gun. Don't even bother to try. **Alone in the Dark 2** should have never been made. **Plumbers Don't Wear Ties** should have never even been thought out loud. **Seal of the Pharaoh** is possibly the worst RPG ever made... and how did **Doom** turn out so bad and **Castle Wolfenstein** turn out so good? I remember this being a problem before but I discovered it again. **Neurodancer** crashes. Yes, I'm being a naughty boy by asking Jennifer to take her shorts off before her top, but that's no reason to bail out of the program on me, is it? OK maybe it is.

One final thought. I still don't know **Who Shot Johnny Rock**, and it is probably best that I never find out.

- Joe Santulli

Section written and maintained by Joe Santulli. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Zach Meston.

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete".

Lots of additional non-US releases that could not be squeezed into these pages are on the Digital Press website. Click the "Online Rarity Guide" link and find all kinds of additional import game information on this system.

U.S. GAME RELEASES

3DO Action Pak 3DO \$20/R4

This repackaging of previous titles contains 4 games: AD&D Slayer, Shanghai: Triple Threat, Soccer Kid, and Dragon's Lair. Note that Soccer Kid and Shanghai have CD case instruction manuals while Slayer and Dragon's Lair have full-sized ones. Miscellaneous/Compilation.

3DO Maniac Pack Interplay \$25/R5

This repackaging of previous titles includes four games: Way of the Warrior, Alone in the Dark, Battle Chess, and Out of This World. It's pretty difficult to find the box in any kind of collectible condition since you had to essentially ruin it to get the CD's out of the cardboard holder. Miscellaneous/Compilation.

AD&D: DeathKeep SSI \$8/R2

Designed by Glen Merriman. Developed by Mindscape. The sequel to SSI's Slayer. Role-Playing/First-Person RPG. LANDMARK: This was the last AD&D-licensed game published by SSI. EASTER EGGS: God mode. Yes, God mode. Digital Press players expect nothing less. To become immortal, simply open your backpack during a game by pressing X, then hold L+R simultaneously then press C, X, P, C. SANTULLI SLANT: Playing this game makes me realize how very fortunate I am to be human. Imagine if you will, being a ghoul or a mind flayer, forced to live your life in a cave until some smart-ass dwarf cleaves you with a great axe. Well unfortunately, the character selection here prevents you from being human, but at least you can be that dwarf. The first 3DO AD&D game "Slayer" was much better, though also easier and shorter. [Gr: B, So: 8, Ga: 6, Ov: 7] ©1995 TSR.

AD&D: Slayer SSI \$5/R1 + a.k.a. AD&D Lost Dungeon (Japan)

An Advanced Dungeons & Dragons game that's best categorized as a "dungeon crawl". The good news is that the graphics are pretty nice and the game incorporates the AD&D world pretty nicely within its parameters. The bad news is that the parameters are pretty limited. Overall, it's a fun game that doesn't overcomplicate things as its sequel, DeathKeep does. Role-Playing/First-Person RPG. EASTER EGGS: Let's be invincible again. Press Pause to open the backpack, then hold Right Shift + Left Shift and press A, B, A, C, A, B. You'll get an audio confirmation if you did it right. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 6, and 6 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5).

Alone In The Dark Interplay \$4/R1

Designed by Keith Birkett. Developed by Krisalis. Original game developed by Infogrames. For some reason the outer cardboard "longbox" for this game is really hard to find. Action/Survival Horror. LANDMARK: The beginning of the Survival Horror genre starts here, specifically with the PC release of this game in 1992.

EASTER EGGS: With proper timing, you can hang onto the healing flask forever. Use the flask, and press Down just after your arm drops but before the "ahhh" sound, and the flask will still be in your inventory. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 10/21/94. ©1994 Interplay.

Alone In The Dark 2 Electronic Arts \$4/R1

Developed by Infogrames. Incredibly difficult sequel to the original classic. You would think that now that Carnby has a gun throughout most of his adventure his troubles would be over, but he's not a very good shot, you see. Action/Survival Horror. Released 09/08/95.

Ballz: The Director's Cut Panasonic \$4/R1

Designed by Keith Kirby, Les Hedger, William B Norris IV. Developed by PF Magic. A 3D fighting game where each of the characters are composed of different sized and shaped balls. PF Magic was home to one of video gaming's true legends, Rob Fulop, who had years earlier pioneered the home shoot'em-up gaming scene with Demon Attack for the Atari 2600. Fighting/Tournament Style. EASTER EGGS: In a 1996 interview, the game's producer stated "There are 20 cheat codes... though some of them will never be released to the public." PERIODICALS: The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 09/14/95. #FZ-SW0004.

Battle Chess Interplay \$3/R1 -

Designed by Keith Birkett. Developed by Krisalis. Original game designed by Michael Quarles, Jay Patel, and Tropy P. Worrell. Slow-moving chess sim where an amusing death animation occurs on each square taken. Traditional/Board Game. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, and 4 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 09/16/94. ©1993 Interplay.

BattleSport 3DO \$4/R1

Designed by Hell Burgess, Kerry Moffitt, Maarten Kraaijanger, Eddie Ruvinsky. Developed by Cyclone. Spiritual successor to Bladblade that plays like a combination of that game and Atari's "other" virtual tank game, Battlezone. Action/Head-to-Head Combat. PERIODICALS: The UK's "3DO Magazine" gave this game 5 stars (out of 5). Released 11/06/94.

BC Racers Goldstar \$10/R3

Designed by Don Scott. Developed by Core Design. Spiritual successor to the Chuck Rock series (it even features Chuck and son as one of the racing teams), moving from platform games to kart racing. Racing/Kart Racing. PERIODICALS: The UK's "3DO Magazine" gave this game 0 stars (out of 5). Released 12/12/95. ©1995 Core Design, LG Electronics.

Blade Force 3DO \$6/R2 +

Designed by Greg Gorsicki, Bill Budge, Oren Tversky. Developed by Studio 3DO. An early working title for this game was "SkyViper". Tightly produced shooter where you're flying with a hell-pack and armed to the teeth. One of the first true 3D games we played that didn't seem out of place on a console. Shooter/Third-Person Shooter. Released 10/20/95.

Brainedead 13 ReadySoft \$6/R2

Humorous interactive cartoon along the lines of Dragon's Lair (and penned by the same team), but extremely difficult and lacking the "hints" that similar games have gifted the player with previously. A 2-CD set. Action/Full-Motion Video (Animated). PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7.5, 7, and 7 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 12/15/95.

Burning Soldier Panasonic \$10/R3

Developed by Pack-In Video. An "on rails" shooter. Shooter/First-

Person Vehicle Shooter. **LANDMARK:** On July 20, 1994, the 3DO Company awarded this game "Best Japanese Title" for its 1994 3DO Developer Awards. **EASTER EGGS:** Ahal! A hidden menu, eh? Go to the "options" screen, press Left Shift + Right Shift + C + X + Right on Pad 2 to activate this debug menu, which contains switches for invincibility, level skips, and more. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). ©1994 Matsushita, Genki, Pack-In Video. #FZ-SC0401.

 Bust-a-Move **Panasonic** **\$10/R3**

Developed by Taito. Based on the 1993 SNK coin-op. The first in what would be an enduring series featuring the Bubble Bobble dinosaurs Bub and Bob. Puzzle/Action. Released 05/06/95. #FZ-SM0252.

 Cannon Fodder **Virgin** **\$5/R2 +**

Developed by Krisalis. Original game developed by Sensible Software. One of the earliest RTS games, preceding the more well-known Command and Conquer. Simulation/Real-Time Strategy. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 8, and 7.5 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 03/19/96.

 Captain Quazar **3DO** **\$15/R3**

Designed by Ron Little. Developed by Cyclone. A big-time Studio 3DO production with a Captain Quazar music video kicking things off. At it's heart it's a simple 360 shooter with some basic missions for each stage. Shooter/360 Degrees. **EASTER EGGS:** To instantly recharge your health and ammo, pause the game, then press Left Shift, Right Shift, Left Shift, Right Shift. Left Shift. B. You'll get an audio confirmation if you did it right. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 8.5, 8, and 7.5 (out of 10). The UK's "3DO Magazine" gave this game 5 stars (out of 5).

 Casper **Interplay** **\$10/R3 -**

Designed by Elvind Hagen, Jan Ove Haaland, David Foittit. Developed by Funcom. Based on the movie which was based on the comic book character. Explore the rooms of a mansion and solve its various puzzles. Action/2D Adventure. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 05/12/96.

 Corpse Killer **DigitalPictures** **\$6/R2 -**

Featuring the acting talents of Vincent Schiavelli, who has been in everything from original Charlie's Angels and Starsky and Hutch TV episodes to 2002's "Death to Smoochy". Action/Full-Motion Video. Light Gun compatible. Released 11/05/94.

 Cowboy Casino **IntelliPlay** **\$5/R1**

An FMV card game, looks more like a Digital Pictures release than the usually non-interactive IntelliPlay series. Original packaging includes a small paperback "The Basics of Winning Poker" by J. Edward Allen. Traditional/Casino Game. Released 1994. ©1994 Intellimedia Sports.

 CPU Bach, Sid Meier's **Microprose** **\$5/R1**

Designed by Sid Meier, Jeffrey I. Biggs. Feed some specs into the game engine and watch (and listen) as it turns those specs into Bach-style classical music. Entertaining and informative. Educational/General. **LANDMARK:** On July 20, 1994, the 3DO Company awarded this game "Best Use of Artificial Intelligence" for its 1994 3DO Developer Awards. **SANTULLI SLANT:** I'm happy to report that I've actually met Sid Meier and "pitched" my idea for a sequel to this fantastic piece of software. It's called "CPU Rock", and it allows you to compose various speed metal tunes in a similar fashion to CPU Bach's classical pieces. You'd choose how much electric guitar, screaming, and cow bells you use, and let the program take over. Mr. Meier seemed entertained by the idea though I can't help but wonder if it was he who had security guards

escort me out of the building moments later. As for the game, it's a fantastic program that engages your creativity, and you don't have to know a lick about music. [Gr: 7, So: 10, Ga: 4, Ov: 8] ©1994 Microprose.

 Crash 'n Burn **Crystal Dynam** **\$5/R1**

Designed by Mark Cerny, Bill Mitchell, Bill Willis, Eric Knopp. Before there was Wipeout, this was the best futuristic combat racing game out there, and it still plays well! Most people have the game in just a jewel case as it was originally packaged with the Panasonic FZ-1 this way, but it was later released in a longbox outer package - seek this out. Racing/Combat/Demolition. **EASTER EGGS:** "The Ballad of Crash 'n Burn," a semi-coherent story about the making of the game, is written along the left side of Track #4 in the Deathdrome Circuit. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). **SANTULLI SLANT:** I was one of those people that history laughs at. One of those people who bought a 3DO on launch day. Yeah, that's right, laugh it up, get it out of your system. As a result I played lots of Crash 'n Burn, the Panasonic FZ-1 pack-in. I crashed and burned a lot as I waited for some new games to come out. Then Mad Dog McCree came out, playable with the flawed 4-directional joystick and I found myself crashing and burning all over again. A fine futuristic game that seems better when it's the only game on the system, eclipsed by far better titles of its ilk, notably those from the Wipeout and F-Zero series. [Gr: 7, So: 8, Ga: 6, Ov: 6] Released 10/01/93.

 Creature Shock **Virgin** **\$10/R3**

Designed by Johnathan Woff, Mark Johnston, Lewis Gordon. Developed by Argonaut. A 2-CD set. A mix of third and first person shooting games, mainly "target practice". An early multimedia game that stuck to the one button mentality, thankfully. Shooter/Target Shooting "Gun Games". Released 03/19/96. ©1995 Argonaut.

 Crime Patrol **Amer Lasergames** **\$10/R3**

Designed by Noor Khawaja, Nat Brown, Tom Desmaris, Steve Frank. Based on the 1993 American Laser Games coin-op. This is one of those games that you simply must play with a gun to get any satisfaction. Also compatible with the mouse. Action/Full-Motion Video. Light Gun compatible. **PERIODICALS:** Flux magazine gave this game a B. **SANTULLI SLANT:** Any game where you get to fire a gun at bad actors is OK in my book. Especially the ones that say "don't shoot!". Crime Patrol came in at that wake of American Laser games arcade offerings that began with Mad Dog McCree, and you'll swear that some of those horse rustlers you already killed in that game have come back as bank robbers and mobsters here. It's good fun but like most in the series, gets old rather quickly. [Gr: 8, So: 7, Ga: 5, Ov: 5] Released 12/16/94.

 Cyberdillo **Panasonic** **\$10/R3 -**

Designed by Ken Franklin, Joel Webber, Doug Hayes, Brian Kral. Developed by Pixel Technologies. An animated FPS with truly headache-inducing audiovisuals. The armadillo and his surroundings are supposed to be funny. Shooter/First-Person Shooter. **EASTER EGGS:** You can make the game a little more bearable by activating the secret menu. Start a game, then press Left Shift + X, B, Up, B (x2), A. You'll see the menu options appear in the bottom left. Left Shift changes options and Pause activates them. Released 1995. #FZ-SW0005.

 Cyberia **Interplay** **\$10/R3 -**

Designed by Pierre Schro. One of those "everything but the kitchen sink" titles that seemed popular in those years of CD-based games. Action/3D Adventure. **PERIODICALS:** The UK's "3DO Magazine" gave this game 3 stars (out of 5). **SANTULLI SLANT:** Early multimedia effort with way-too-long cut-scenes that you can't skip, murky, mottled graphics, stiff characters, and no sense of direction, purpose, or fun. In other words, pretty much like all of those early multimedia efforts. Except it's in space. Aw yeah they

did a lot of those too. Pass on this one, folks. [Gr: 5, So: 3, Ga: 3, Ov: 3] Released 02/12/96.

 **D** **Panasonic** **\$12/R4 +**
Developed by Warp. A 2-CD set. Before there was Resident Evil, D was the spookiest of all adventure games. It's slow-paced and relatively short but still good fun in a darkened room. Action/3D Adventure. ©1995 Warp. #FZ-SM2353.

 **Daedalus Encounter, The** **Panasonic** **\$10/R2**
Developed by Palmsoft. Though the game has all of the warning signs of a failure, including loads of full-motion video, dated CGI graphics and four discs of "acting", it's really kinda fun. Ultimately it comes down to resource management as you – a disembodied brain transferred into a robotic thingamajig – perform various space missions in your new body. Puzzle/Point & Click. EASTER EGGS: To see the lovely Tia Carrere in all of the videos without actually having to play the game, go to the menu screen and hold Left Shift + Right Shift + X, then press C. Now you can "jump to" any scene in the game. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6.5 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 11/10/95. #FZ-SM3751.

 **Demolition Man** **Virgin** **\$10/R3**
Designed by Juan M Alvarado, Noah Tot, Rebecca Allen. Based on the 1993 action/sci-fi movie featuring Sylvester Stallone and Wesley Snipes. Select the easy difficulty level and hear Stallone say "You... suck". Good blend of actual movie footage, superimposed reality on computer graphics, and mixture of game styles. This is a completely different game than the ones released on 16-bit platforms. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Best Design" for its 1994 3DO Developer Awards. EASTER EGGS: For a bloomer version of the game, go to the intro menu screen and press Right Shift, Up, Down, Right, Down, Up, Down, Right. You'll get a bloody visual confirmation if you did it right. PERIODICALS: The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 12/09/94. ©1994 Virgin Interactive.

 **DinoPark Tycoon** **MECC** **\$80/R8**
Looks like a kid's version of Theme Park, but it's actually quite good, moves along pretty quickly, and has far more options than you'd expect. Simulation/Resource Management.

 **Doom** **Art Data** **\$15/R4 -**
Designed by Bill Heineman. Developed by Logiware. The original game was written for DOS-based computers by John Carmack, John Romero, Michael Abrash and Dave Taylor. Inexcusably poor frame rate (and the screen is bordered down to speed things up!) make this look like the Doom you played on your very first computer in 1993. Shooter/First-Person Shooter. EASTER EGGS: Every version of Doom has a "God Mode", and we're all over that. Start a game and bring up the map. Then press Up, Right, A, B, A, Down, A, Left Shift (x2). You'll get an audio confirmation if you did it right. Released 04/26/96. ©1995 id Software.

 **Dragon Lore** **Mindscape** **\$10/R3**
Designed by Philippe Aubessard. Developed by Cryo. Role-playing from the perspective of the main character seems like a good idea but you'll find out after an hour or so of this why it didn't catch on. A 3-CD set. Role-Playing/First-Person RPG. PERIODICALS: The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 1995.

 **Dragon's Lair** **ReadySoft** **\$4/R1**
Designed by Anselm Hook, David Foster. Based on the 1983 Cinematronics coin-op. This was the first blockbuster of the genre, though it wasn't the first game in the genre (that distinction is given to Sega's coin-op Astron Belt). Dragon's Lair is strictly a game of memorization, as there is a very linear sequence of events required to guide Dirk the Daring through the castle. The highlight is the

animation, courtesy of Don Bluth, John Pomeroy, and Gary Goldman. Great looking translation of the game but "mushy" controls. Why did tech developers leave out the all-important "bonk" sound when a move is registered, like in the arcade? Action/Full-Motion Video (Animated). EASTER EGGS: If you just want to watch all of the video without playing the game, Start a new game lose all of your lives, then at the "continue" screen press Right (x2), Left (x2), Down (x2), Up (x2), and P. The game will then run through all of the scenes, including PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 06/24/94.

 **Drug Wars** **Amer Lasergames** **\$10/R3**

a.k.a. Crime Patrol 2: Drug Wars

Designed by Wayne Sikes, Tim Ray, Steve Frank, Noor Khawaja. The sequel to American Lasergames' "Crime Patrol". Best played with one player and two guns. John Woo-style. Action/Full-Motion Video. Light Gun compatible. ©1994, 1995 American Laser Games.

 **Escape From Monster Manor** **Electronic Arts** **\$3/R1**

Designed by Leo L Schwab, RJ Mical, Jon Leupp. Borrows a cue from the game Impossible Mission when it opens "Ahh, another visitor! Don't be afraid... be terrified!" One of the earliest 3DO titles and at the time, a breath of fresh air for the system. Shooter/First-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). ©1993 Electronic Arts.

 **Family Feud** **GameTek** **\$3/R1**

Designed by Robert Watkins, Paul Bates. Developed by Eurocom. Standard game show fare. You can have some fun re-naming the family members. No keyboard control means you have to guide a cursor around the alphabet each time you answer a question, and that's just tedious. Traditional/Game Show. PERIODICALS: The UK's "3DO Magazine" gave this game 1 star (out of 5). Released 05/06/94.

 **Fatty Bear's Birthday Surprise** **Humongous** **\$5/R5**

Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). SANTULLI SLANT: The little known sequel to "Fatty Bear's Homo-Erotic Sexcapead". You don't even wanna KNOW what Fatty Bear's "surprise" is. [Gr: 4, So: 3, Ga: 3, Ov: 3]

 **Fatty Bear's Funpack** **Humongous** **\$3/R1**

Designed by Brad P Taylor. Original PC game designed by Bret Barrett and Peter Crayne. A series of mini-games that are geared for kids (though at the hardest level it's fairly challenging to all) including reversi, lines and boxes, go fish, coloring and tangrams. Miscellaneous/Mini-Games. Released 1993.

 **FIFA International Soccer** **Electronic Arts** **\$3/R1 +**
a.k.a. J League Virtual Stadium

Designed by Penny Lee, Nosirrah Mailliw, Eric Kiss, Peter Gardner. Developed by Extended Play Productions. One of the best looking and sounding games on the 3DO, an update to the 16-bit version of the game that truly shows off the 3DO's hardware. Sports/Soccer. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Best Sound Effects" for its 1994 3DO Developer Awards. EASTER EGGS: Want to play with both teams running around in their underwear? Sure you do! Start a game, pause it, and enter R (shoulder). A, L, B, A, C, L, A, B, A. How about as robots? Try B, A, R, C, L, B, A, B, B, A instead. PERIODICALS: The UK's "3DO Magazine" gave this game 5 stars (out of 5). Released 11/03/94.

 **Flashback: The Quest for Identity** **US Gold** **\$10/R3**

Developed by Delphine Studios. Clearly inspired by Out of this

World, but with more control over your character and the events that unfold. Action/2D Adventure. PERIODICALS: The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 02/17/95.

-  **Flying Nightmares** **Domark** **\$5/R1**
Designed by Erik Strickland, Colin Boswell. Developed by Lifelike Productions. Original PC game designed by Jonathan Newth, David Payne and Chris Tubbs (Simis). Fairly complex sim which requires takeoff and landing tactics, not for the arcade combat sect. Simulation/Air Vehicle Combat. EASTER EGGS: We'll show you a flying nightmare... how about a plane that can't be hit and can fly anywhere? Here's how: save your game and call it BRICK+MODE. Load it again, start a mission, then press Left Shift + Right Shift while on the carrier. You are truly death PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 6, 5, and 5 (out of 10). Flux magazine gave this game a C. ©1995 Domark.

-  **Foes of Ali** **Electronic Arts** **\$5/R1 +**
Developed by Gray Matter. One of the great underrated titles not only on the 3DO system but in all of video gaming. Foes of Ali did some truly innovative things with the sport of boxing, particularly with regards to dynamic camera angles. The game itself runs a bit slow by today's standards but still plays better than most boxing sims. Sports/Boxing. EASTER EGGS: There is a secret debug mode in the game, to activate it, press Pause during a fight to bring up the usual menu but press Left Shift + Right Shift + C to activate the debug menu. Next you'll need to enter a code, here are some of the better ones: CROWD re PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 and 6 (out of 10).

-  **Fun 'n Games** **Panasonic** **\$5/R1**
Designed by Michael Platteter, Dana Williams, Aaron Seeler, Detmar Peterke. Developed by Williams. Fun set of mini-games and creative virtual toys. "Max & Maxine" is a scaled down Pac-Man, "Space Cade" a third-person shooter, "Aquashark" a horizontal shoot'em up, "Whereabouts" is a memory match game, and "Sliding Puzzle" is just that. Released 03/28/95. ©1994 Williams Entertainment. #FZ-BG0001.

-  **Gex** **Crystal Dynam** **\$5/R1**
Designed by Gregg Tavares. Features the voice talents of comedian Dana Gould. Gex is the closest thing to a mascot the 3DO console ever had, and this series remained a franchise for Crystal Dynamics well into the 21st century. Action/Platform/Scrolling Screen. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Most Original Character" for its 1994 3DO Developer Awards. EASTER EGGS: To slither forward to any level, bring up the map during gameplay. Press Pause, hold Right Shift and press Left, C, Down, Left, Right, Up, Right. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and 8 (out of 10). The UK's "3DO Magazine" gave this game 5 stars (out of 5). Released 11/16/94. ©1995 Crystal Dynamics.

-  **Gridders** **Tetragon** **\$10/R3**
Unique third-person puzzle game, perhaps early inspiration for the PlayStation title Intelligent Qube. Puzzle/Action. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Most Original Title" for its 1994 3DO Developer Awards. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 11/18/94. ©1994 Tetragon.

-  **Guardian War** **Panasonic** **\$10/R3**
a.k.a. Powers Microbin (Japan)
Developed by Micro Cabin. Clearly Japan-inspired tactical combat game, perhaps inspiration for future series such as Ogre Battle and Final Fantasy Tactics. Role-Playing/Turn-Based/Battle-Centric. EASTER EGGS: At the area map, press and hold L, then press and hold R, then press and hold C. The flags stop flapping. Now press Up, Down, Left, Right to call up a Japanese-text menu. The

options, from top to bottom: Load Game, Equip, Shop, Gems +10000, No Battles, Co PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and 7 (out of 10). Released 06/11/94. #FZ-SM0202.

-  **Gunslinger Collection 3-in-1** **Amer Lasergames** **\$12/R3**

This repackaging of previous titles contains 3 games: Mad Dog McCree, Mad Dog II: The Lost Gold, and Crime Patrol. No jewel cases, each game slid into a holder on the inside of the flip-top box. The CD printing itself is different than the games' individual releases. Action/Full-Motion Video. Light Gun compatible.

-  **Hell: A Cyberpunk Thriller** **Take2 Interact** **\$10/R2**

Designed by John Antinori, Laura Kampo. Developed by Tetragon. Features the vocal (and to some artistic degree, visual) talents of actors Dennis Hopper, Grace Jones and Geoffrey Holder and model Stephanie Seymour. Puzzle/Point & Click. EASTER EGGS: To start the game with a bearded lady and a clown, begin a new game and press Down (x3), Up (x2), Left Shift (x2), Right Shift (x2) at the character selection screen. Press A over the character you want. They start out weird but turn back to normal charac PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7.5, 6.5, and 6 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). SANTULLI SLANT: There is more dialogue in this game than an Ingmar Bergman film. If you're serious about playing it through, you'd best play on a good night's sleep. The puzzles aren't always clear either, but a friend of mine did complete the game so as impossible as it may seem at times, it IS do-able. Keep in mind that I'm not particularly bright. [Gr: 7, So: 6, Ga: 3, Ov: 4]

-  **Horde, The** **Crystal Dynam** **\$8/R3 +**
Designed by Paul Reiche III, Fred Ford, Ken Ford. Features the acting talents of Kirk Cameron and RoboCop's Michael Gregory. In a 1994 interview, The Horde's lead designer, Paul Reiche III, said that The Horde's FMV sequences were shot in just two days. The "Num num!" sound effect when the Juggernaut eats something was inspired by a sound sample inadvertently recorded by Reiche's young son when he was messing with his dad's equipment. During the game's beta-testing phase, a nasty crash bug was always preceded by the sound of Hordings eating crops. It turned out that the Hordings were "eating" the program code! Simulation/Resource Management. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Best Action" for its 1994 3DO Developer Awards. EASTER EGGS: No one likes being broke, so let us clue you in on the code that gives you all the money you'll ever need in this game. Go to the map editor screen and hold Up + A + B, then press Pause. Next, press Left, A (x2), B, Left, A, Right, Down. Finally, press Pa PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). The UK's "3DO Magazine" gave this game 5 stars (out of 5). Released 07/23/94.

-  **Icebreaker** **Panasonic** **\$10/R3 +**

Designed by Andrew Looney, Keith Baker, David "Zeb" Cook, Kristin Looney. Developed by Magnet Interactive. Tough one to categorize because it starts very much like an action puzzle game but as you progress becomes more of a 360-degree shooter, like Asteroids. Excellent concept, very original. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4, 4, and 4 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5). #FZ-SW0001.

-  **Immercenary** **Electronic Arts** **\$3/R1**

Designed by JD Robinson, Christopher Stashuk, Benjamin McCorkie, Scott Osborn. Developed by Five Miles Out. Originally packaged with a "New Recruit Manual" in addition to the usual trappings. Bizarre TRON-like premise that takes a lot of patience to enjoy. Shooter/First-Person Shooter. EASTER EGGS: Hit me with some invincibility. Start a game, then press Right Shift (x2), Left Shift, A, C, B, Right, Left, Left Shift during game play. Next, hold X to enter

a cheat mode. Keep holding X and press Left Shift to turn invincibility on and off. PERIODICALS: The UK's "3D0 Magazine" gave this game 3 stars (out of 5). Flux magazine gave this game an A-. Released 1995.

✓ Incredible Machine, The **Dynamix** **\$10/R3**
a.k.a. Puzzle (Japan)

Designed by Kevin Ryan, Jeff Tunnell, Steve Letsorn. A kind of "Rube Goldberg" puzzler where you have to meet a specific machine-building objective using a set number of odd parts. Dynamix was a division of Sierra On-Line. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). The UK's "3D0 Magazine" gave this game 3 stars (out of 5). Released 05/07/94.

✓ Iron Angel of the Apocalypse **Synergy Inc** **\$5/R1 -**

Designed by Takakiyo Maruyama. Eerie low-budget techno FPS that plods along endlessly. They call this an "AR/PM" (Action Role Playing Movie). Check out the full-color manual, surely the highlight of the game. Shooter/First-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4.5, 4, and 4 (out of 10). The UK's "3D0 Magazine" gave this game 2 stars (out of 5). ©1994 Synergy. #SC3D-001.

✓ Iron Angel of the Apocalypse: The Return **Synergy Inc** **\$5/R1**

Sequel with more of the same, though the action is a bit faster-paced the dark, brooding environments seem to have lightened up a bit. Shooter/First-Person Shooter.

✓ Jammit **GTE** **\$5/R1**

Designed by Borden Covell, Bob Skinner, Phil Sorger. So-so one-on-one basketball with three street toughs (one of which is a woman) of varying skills. Nice large graphics though the 2D digitized characters have inexcusable pixelization. Sports/Basketball. PERIODICALS: The UK's "3D0 Magazine" gave this game 3 stars (out of 5). Released 11/05/94.

✓ John Madden Football **Electronic Arts** **\$3/R1**
a.k.a. NFL Madden Football (Japan)

Designed by Steve Sims, Monte Singman, Emmanuel Berrie, Derrick Yim. A superb update to the 16-bit Madden series. Along with FIFA Soccer and Road Rash, Electronic Arts' single-handedly displayed the power of the 3D0 hardware. Unfortunately there weren't enough others following suit. Originally packaged with two posters: one is a playbook, the other contains rosters of the various Super Bowl and All-Madden teams. Sports/Football. LANDMARK: On July 20, 1994, the 3D0 Company awarded this game "Best Multiplayer Game" for its 1994 3D0 Developer Awards. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 6, and 6 (out of 10). The UK's "3D0 Magazine" gave this game 5 stars (out of 5). Released 05/06/94.

✓ Johnny Bazoorkatone **US Gold** **\$10/R3 -**

Developed by ARC Developments. Outrageously frustrating side-scroller that is not nearly as cool as it pretends to be. Action/Platform/Shooter. PERIODICALS: The UK's "3D0 Magazine" gave this game 2 stars (out of 5). Released 02/23/96.

✓ Jurassic Park Interactive **Universal** **\$10/R3**

Designed by Greg Gorski. Jay London, Anup Muranka, Oren Tversky. Developed by Studio 3D0. Based on the 1993 action/sci-fi movie. A series of mini-games that include Asteroids and Space Invaders clones, among others. Most memorable image: the "objects in mirror are closer than they appear" on the side-view mirror with the T-Rex chasing you. This is a completely different game than Jurassic Park titles released on 16-bit systems. Miscellaneous/Mini-Games. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 06/24/94.

✓ Killing Time **3D0** **\$10/R2**

Designed by John Leupp, Colin Andrews, Nicky Robinson. Developed by Studio 3D0. Plenty of interesting characters populate this FPS, loads of levels, too. There are even FMV sequences built into the gameplay where ghosts play out sequences that happened in the past within certain rooms. Originally packaged with "Hints & Tips: Map of the Conway Estate". An early working title for this game was "Time2Die". Shooter/First-Person Shooter. EASTER EGGS: Of course you want "God Mode". OK then. First we have to get to the cheat mode, so start a new game and enter "EVORGRAH" (don't forget the leading dot) as your name. Choose a difficulty, then click A over "OK". When you hear the harp, you're in cheat mode. PERIODICALS: The UK's "3D0 Magazine" gave this game 5 stars (out of 5). Released 08/15/95.

✓ Kingdom: The Far Reaches **Interplay** **\$10/R3**

Designed by Bill Heineman, Steven Parsons. Developed by Parsons Engineering. Based on the 1984 RDI Video "Thayer's Quest" coin-op. Original game designed by Rick Dyer. Action/Full-Motion Video (Animated). PERIODICALS: The UK's "3D0 Magazine" gave this game 2 stars (out of 5). SANTULLI SLANT: This was a fairly complicated arcade game originally, with lots of buttons and a time limit for each quarter. These things, plus the fact that Dyer's laserdisc brilliance was no longer teamed up with animation legend Don Bluth and instead was paired with what appears to have been a 3rd grade artist, made for a quick end to "Thayer's Quest". The game is a little better on home systems but the animation is truly laughable. [Gr: 6, So: 8, Ga: 6, Ov: 7] ©1995 Interplay. #CD-3D0-52-0.

✓ Last Bounty Hunter, The **Amer Lasergames** **\$5/R1**

Designed by Tim Ray, Wayne Sikes. Based on the 1994 American Laser Games coin-op. You can consider this "Mad Dog III" because almost everything about it will remind you of that series. You NEED the light gun. Action/Full-Motion Video. Light Gun compatible. PERIODICALS: The UK's "3D0 Magazine" gave this game 3 stars (out of 5). ©1995 American Laser Games.

✓ Lemmings **Psychosis** **\$10/R3 +**

Designed by Brian Watson, John Whyte, Doug Smith. Developed by DMA Design. Guide the tiny men through 120 levels, assigning them special jobs to solve each level puzzle. Classic stuff. Puzzle/Logic. Released 06/24/94. ©1990 Psychosis.

✓ Lost Eden **Virgin** **\$25/R5**

Developed by Cuyo. This will remind you of Dragon Lore, or Dragon Lore will remind you of this - they're both tediously slow first-person adventures. Well-meaning but typical products of the early multimedia age. Role-Playing/First-Person RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7.5, 7.5, and 6.5 (out of 10). The UK's "3D0 Magazine" gave this game 3 stars (out of 5). Released 1995.

✓ Lost Files of Sherlock Holmes, The **Electronic Arts** **\$10/R3**

Designed by Jeff Miller. Developed by Mythos Software. Far less full-motion video in this Holmes adventure than those before it, as the game relies more on hand drawn computer graphics than video. Puzzle/Point & Click. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). The UK's "3D0 Magazine" gave this game 2 stars (out of 5). ©1994 Electronic Arts.

✓ Lucienne's Quest **Panasonic** **\$60/R6 +**

a.k.a. Sword & Sorcery (Japan)
Developed by Micro Cabin. A serious weakness in the US 3D0 library - as any RPG fan would point out - are its RPG's. The system is simply lacking a blockbuster, and you can count the total representation of such games on one hand. Of these, the standout is Lucienne's Quest, a somewhat generic but entertaining turn-

based fantasy title. Beyond the game's charm lies another reason to hunt it down: it is getting extremely hard to find. Of all the games on the system, this is the both the most wanted and most expensive. Keep an eye out. Role-Playing/Turn-Based RPG.

PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, 6, 5, and 5 (out of 10). Released 03/96. #FZ-SM0251.

Mad Dog II: The Lost Gold **Amer Lasergames** **\$5/R1**

Designed by Noor Khawaja, Nat Brown, Tom Desmaris, Li Tan. Based on the 1992 American Laser Games coin-op. Original game designed by Pierre Maloka. The sequel to Mad Dog McCrece gives the player more choices but is otherwise more of the same wild west gunslinging. Action/Full-Motion Video. Light Gun compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). #ALG 000142.

Mad Dog McCrece **Amer Lasergames** **\$5/R1**

Based on the 1990 American Laser Games coin-op. Shootout in the old west, using full-motion video characters as targets. The acting in this (and most American Lasergames) is suspect at best, but if you enjoy gun games they're all good challenges. Followed by a sequel. Action/Full-Motion Video. Light Gun compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10).

Mazer **Amer Lasergames** **\$10/R3 -**

Designed by Nathaniel Brown, Tommie Daniel. Designed and built in New Mexico, USA. This wasn't American Lasergames' greatest moment. Clearly they're better with lasergame-style titles. Shooter/360 Degrees. EASTER EGGS: To power up at the beginning of a stage (while beaming in, just before you appear), press A, C (x2), A, B (x2). PERIODICALS: The UK's "3DO Magazine" gave this game 1 star (out of 5). Flux magazine gave this game a D. Released 07/31/95.

MegaRace **Mindscape** **\$5/R2**

A futuristic racing game whose premise is that the more destruction you cause, the better the TV ratings (probably taking a cue from the movie The Running Man). Racing/Combat/Demolition. PERIODICALS: The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 09/05/94.

Microcosm **Psygnosis** **\$5/R2**

Designed by Dominic Mallinson, Adrian Longland, Stephen Balmer, Stuart Saragisson. Difficult, often frustrating multimedia shooter from inside a human body's bloodstream. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4, 4, and 4 (out of 10). ©1993, 1994 Psygnosis.

Mind Teazer **Vivid Inter** **\$15/R3**

Three puzzle games: a jigsaw puzzle, sliding bar puzzle, and memory match puzzle - each set with nudie pictures for a theme. "Win" the puzzle and you're treated to an old Vivid soft porn clip. The 3DO titles by Vivid are packaged in standard CD jewel cases with a thin cardboard outer slipcase. This particular title was also shipped in a box not quite the same size as the common 3DO long boxes. This box is a bit tough to find. All titles by porn producer Vivid Interactive are considered "adult". Miscellaneous/Adult. ©1994 Vivid, 3DO.

Myst **Panasonic** **\$5/R1**

Designed by Marek Tanifuji. Developed by Cyan/SunSoft. Original game designed by Rand Miller and Robyn Miller. Appeared on just about any system that could play CD-ROMs in the 1990's. Puzzle/Point & Click. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 5, and 4.5 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 03/17/95. #FZ-SM0204.

Need for Speed, Road & Track Presents: The a.k.a. OverDrivin (Japan) **Electronic Arts** **\$12/R2 +**

The first in the series, this Need for Speed focuses more on a race against a single opponent, "X-Man". This was the first and last time that concept was used in the series. Racing/Street Racing.

LANDMARK: This is where the popular series started. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 7, and 6.5 (out of 10). The UK's "3DO Magazine" gave this game 5 stars (out of 5). SANTULLI SLANT: The debut of this popular driving series occurred right here on the 3DO platform. The game is unbearably slow in all but the first-person view, but it still looks great and if you're OK with first-person views, it's still a great racing game. [Gr: 9, So: 7, Ga: 7, Ov: 7]

Neuro Dancer **Pixix Interact** **\$40/R5**

Designed by Jerry Thorpe. Super-clumsy adult title where you trudge along boring, identical hallways to gain credits that you can use to dial up the strippers of Neuronet. At least at that point, the "game" gets good. Miscellaneous/Adult. ©1994 Electric Dreams.

Night Trap **Virgin** **\$35/R4**

Developed by Digital Pictures. Features the acting talents of "Diffrent Strokes" actress Dana Plato. Produced by Tom Zito. Same game as the one released on Sega CD a few years earlier but with improved graphics. A 2-CD set. Action/Full-Motion Video. LANDMARK: Night Trap was originally developed by Axion (Nolan Bushnell's company after Atari) for a system called "ControlVision". Some scenes from the planning sessions of the game appear in hidden video on the Sega CD version. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). The UK's "3DO Magazine" gave this game 1 star (out of 5). Released 06/24/94. ©1993 Digital Pictures.

Novastorm **Psygnosis** **\$10/R3**

Designed by Stephen Balmer, Adrian Longland, Stewart Sockett, Dominic Mallinson. The precursor to the well-known Wipeout series? You bet. Check out the familiar ship "team" names. These same teams would later turn to racing after these various battles for the balance of power in the universe. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 4 (out of 10). Released 12/06/94.

Off-World Interceptor **Crystal Dynam** **\$3/R1**

A behind-the-craft shooter over alien landscapes, much like Crystal Dynamics' other 3DO shooter, Total Eclipse. In fact, you could consider this one "Total Eclipse on the ground". According to one of the game's developers, the Mystery Science Theater 3000-style wisecracking silhouettes were added to the game's FMV scenes at the last minute, when everyone realized how cheesy they were. Shooter/Third-Person Shooter. EASTER EGGS: Free money! Go to the option and with any item highlighted, press A + B + C six times, then Left Shift. You'll hear an audio confirmation if you did it right. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5).

Olympic Soccer **US Gold** **\$10/R3**

Developed by Silicon Dreams. Co-published by Eidos. It's no FIFA Soccer but US Gold did a fair job with this soccer sim. Sports/Soccer. Released 04/12/96. #FZ-SW0011.

Olympic Summer Games: Atlanta '96 **Panasonic** **\$10/R3 +**

Developed by US Gold/Eidos. 15 Olympic events: 100 & 400 meter race, javelin, hammer, discus, long jump, triple jump, high jump, pole vault, swimming, rapid fire pistol, skeet shoot, archery, weight lifting and fencing. Phew! Sports/Soccer. Released 03/06/96. #FZ-SW0012.

-  **Out of This World** Interplay \$5/R3 +
a.k.a. Another World, Outer World
 Designed by Bill Heineman. Developed by Delphine Studios. Original game designed by Eric Chahi. Witness the early origins of cel shading in video games, as evidenced in this superlative sci-fi adventure which first appeared in 1991. Great game that was originally designed for computers. Truly impressive are the 16-bit cartridge versions of the game... how did they do that? Action/2D Adventure. **EASTER EGGS:** Enter the password BRGR at the password screen to play a Pong-like hidden game called Stalactites. (For unknown reasons, it doesn't work on all 3DO systems.) Here's another: press and hold L and R during the intro sequence and keep holding through the Sta Released 06/24/94. ©1994 Interplay, 1991 Delphine.
-  **Panzer General** Mindscape \$10/R3
 Designed by Keith Brors. Developed by Strategic Simulations. Looks and plays like those great old Avalon Hill hex-based war board games. Original game designed by Paul Murray. Simulation/Turn-based War/RPG Game. **EASTER EGGS:** To instantly complete any stage you're playing, hold X + Pause + C (in that order) and press Left. You'll have the option of ending with a major or minor victory, a loss (ha!), or ending your game. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7.5, 7, 6.5, and 6.5 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 05/31/95.
-  **PaTaank** PF Magic \$6/R2
 Designed by Joel Dubiner. "The first 3-D pinball thrill-ride!" Three futuristic pinball machines where you're controlling the ball (actually a saucer) from inside the machine. Epileptics beware. The original packaging included a special offer for a soundtrack CD which is equally weird. Traditional/Video Pinball. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 6, 5, and 5 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 1994.
-  **Pebble Beach Golf Links** Panasonic \$3/R1
a.k.a. VR Golf (Japan)
 Developed by T&E Soft. One of three T&E golf titles for the 3DO (the others being Waialae and Wicked 18), each with a similar look and feel and new courses. Sports/Golf. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 01/04/95. #FZ-SM0101.
-  **Perfect General, The** Kirin Entertain \$5/R2
 The best part of this tongue-in-cheek military sim is the bonus game which is like an 8-player version of Bomberman with tanks. Simulation/Turn-based War/RPG Game. **PERIODICALS:** The UK's "3DO Magazine" gave this game 2 stars (out of 5). ©1995 Kirin Entertainment.
-  **PGA Tour '96** Electronic Arts \$3/R1
 Designed by Andrew H. Marrinson. Developed by NuFX. Three courses, EA sports style. We still find it amazing that there were five decent golf games on the 3DO and only one half-decent one for the Dreamcast. Sports/Golf. **PERIODICALS:** The UK's "3DO Magazine" gave this game 5 stars (out of 5). Released 11/13/95.
-  **Phoenix 3** 3DO \$10/R3 +
 Designed by Brady Sheppard, Jim Koorneef, Stefan Posthuma. Developed by Gray Matter. A mix of platform and shooting games, often overlooked in this library. Naturally there is cheesy video between scenes - it just wouldn't be a proper 3DO game without that! Action/2D Adventure. Released 1995.
-  **Plumbers Don't Wear Ties** Kirin Entertain \$12/R3 -
 This is what video gaming should not be: silly names, gimmicks, shoddy production values and still images. Puzzle/Point & Click. **EASTER EGGS:** You've probably heard about the uncensor code,

which removes those black boxes from the game. It's not worth it, but since you'll want to try it anyway, here it is: At the introduction when the girl is talking, press Up, Down, Right, Left, Down, Right, X, SANTULLI SLANT: It seems that in 1987 someone lost their PowerPoint presentation and the people at Kirin Entertainment decided to add some very amateurish dialogue and "this or that" logic and release it as a video game. It's just atrocious in every sense of the word. If you think you've played the worst video game ever made and you haven't played this one, you've got some re-evaluating to do in your future. [Gr: 1, So: 1, Ga: 1, Ov: 1]

-  **PO'ed** Accolade \$15/R3 +
 Designed by Brian Yen, Russ Pflughaug, Nate Huang. Developed by Any Channel. Unique FPS with both ground and air (jet pack) missions. Lots of bizarre characters and weird level designs. There's nothing quite like it, though the game was also ported to the PlayStation. This one is getting hard to find with the outer cardboard box. Shooter/First-Person Shooter. Released 11/06/95.
-  **Primal Rage** Goldstar \$5/R1
 Developed by LG Electronics. Based on the 1994 Atari Games coin-op. Dinosaurs duke it out. Solid port of the arcade game with meaningless cut-scenes to bring it to "the 32-bit era". Fighting/Tournament Style. **PERIODICALS:** The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 11/15/95.
-  **Psychic Detective** Electronic Arts \$3/R1 +
 This is simply weird stuff. Your mind has the ability to jump into nearby people (and sometimes inanimate objects and pets) and continue the story from their perspective. There are some truly unusual moments along the way. Unique FMV game where your mind literally jumps from person to person at your command as you unravel the game's mysteries from various points of view which include dozens of characters... even a dog! Action/Full-Motion Video. Released 12/02/95.
-  **Putt-Putt Goes to the Moon** Humongous \$3/R1
 Direct Putt-Putt (a tiny car with a face and a voice) around his animated world and, not surprisingly, to the moon. In case you weren't sure, it's for kids. Puzzle/Point & Click.
-  **Putt-Putt Joins the Parade** Humongous \$10/R3
 Designed by Brad P. Taylor. Original PC game designed by Tami Borowick, Bret Barrett, and DC Timoney. Plays very much like Putt-Putt Goes to the Moon, and in case you weren't sure, it's also for kids. Puzzle/Point & Click. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1993.
-  **Putt-Putt's Fun Pack** Humongous \$10/R3
 Designed by Brad P. Taylor. A series of mini-games that are geared for kids (though at the hardest level it's fairly challenging to all) including Tic-tac-toe, pachinko, checkers, hangman, concentration, and a sliding puzzle. Miscellaneous/Mini-Games. Released 1993.
-  **Quarantine** GameTek \$3/R1
 Designed by Greg Bick, Andy Brownbill, Kevin Hoare, Ray Larbie. Developed by Imagexel. One of the early 3D vehicular combat games, though it's got some mission-based elements like Grand Theft Auto and some first-person-shooter elements as well. Not quite a success but a pioneer nonetheless. Shooter/Vehicular Combat. **EASTER EGGS:** Easy money: when you're asked to select a country, press B, C, B, A. You'll get an audio confirmation if you did it right, as well as \$10k cool cash. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 6, 5.5, and 4.5 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 1994.
-  **Quarterback Attack with Mike Ditka** DigitalPictures \$10/R3
 Designed by Joe Vierra, Amir H Raubvogel, Joshua Solomon. Produced by Tom Zito. An FMV football game? It's really not as bad

as you'd expect. Good job by former NFL pro and coach Mike Ditka, who turns out to be the best actor in the game. Action/Full-Motion Video. PERIODICALS: The UK's "3DO Magazine" gave this game 2 stars (out of 5). Released 11/27/95.

 Real Pinball **Panasonic** **\$5/R1 -**
a.k.a. Fire Ball!! (Japan)

Designed by Kenji Shimada, Fumio Ono. Developed by Japan DataWorks. Five different machines, each featuring agonizing load times, questionable ball physics and lack of proper perspective. Traditional/Video Pinball. PERIODICALS: The UK's "3DO Magazine" gave this game 1 star (out of 5). ©1994 Matsushita, Japan DataWorks. #FZ-SM0801.

 Return Fire **Prolific** **\$4/R1 +**

Designed by Baron RK Von Wolfsheld, William Ware. Developed by Silent Software. Superlative RTS that is best played between two human rivals. Lots of maps and interesting combat scenarios as you use tanks, jeeps, and helicopters to steal victory from your opponent. Often plays like a really good game of "tag". Simulation/Real-Time Strategy. EASTER EGGS: Enter the password WOLF to allow access to all levels. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 7, and 7 (out of 10). Flux magazine gave this game an A-. Released 07/07/95.

 Return Fire: Maps o' Death **Prolific** **\$8/R3**

Developed by Silent Software. This is an add-on disc. You need the original Return Fire game to play! Simulation/Real-Time Strategy.

 Rise of the Robots **Absolute** **\$5/R1 -**

Developed by Mirage Tech. Includes music by Brian May (of Queen fame). At the time of its release, this was one of the most hyped cross-platform releases ever. The knock on the game is that as pretty as it is, it's a head-to-head fighting game, and head-to-head fighting games were fast-paced and fun, and this game is neither. We concur. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 3.5, 3.5, and 3 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 03/17/95.

 Road Rash **Electronic Arts** **\$10/R2 +**

Designed by Randy Dillon, Dan Hewitt, David Stokes, Emmanuel Berriet. Features the music of Soundgarden, Monks Magnet, Swervedriver and others; in fact, when the game was initially released there was a music CD packed in with abbreviated tunes from the game. You need that extra CD to call this "complete". Racing/Motocross/Cycle. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Best Music" for its 1994 3DO Developer Awards. PERIODICALS: The UK's "3DO Magazine" gave this game 5 stars (out of 5). SANTULLI SLANT: I absolutely loved the Genesis Road Rash games, even Road Rash III where the series seemed to lose its teeth. Despite the game's rich heritage and superb 16-bit execution, I can safely say that it was 3DO Road Rash that made me buy a 3DO. I played the game at the 1992 CES and simply could not believe what I was seeing, the smoothness of the game, the rich graphics, the Soundgarden soundtrack... it was as if the greatest system in the history of mankind had suddenly materialized before me. I was not disappointed with the final release, this game is still remarkable... though the greatest system business didn't quite ring true. Sure, the PlayStation Road Rash games have topped this over the years, but THIS is still the one that put an exclamation mark on the series, and you can't change that kind of history. [Gr: 9, So: 10, Ga: 10, Ov: 10] Released 07/22/94.

 Robinson's Requiem **ReadySoft** **\$10/R3**

Designed by David Ingels. Developed by Silmarils. Original PC game designed by Andre Rocques, Fabrice Hauteclouque, and David Ingels. The whole Robinson thing is a play on the "Swiss Family Robinson" concept: you're trapped on a primitive world and have to

explore and fend for yourself. Originally packaged with "The Awe White Booklet", which contains some useful and not-so-useful background for the game. EASTER EGGS: You can really speed the game up with this "all access" cheat. Just press X + B + C at the options menu that appears before game play begins. You'll be able to see all the important stuff on the map now, and you can move yourself to anyplace on the map. Y Released 1996.

 Samurai Shodown **Crystal Dynam** **\$10/R3 +**

Based on the 1993 SNK coin-op. A terrific translation to a classic arcade game. Though it has been outdone since, in its day this was the best version of the game available outside of its native Neo-Geo console. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). The UK's "3DO Magazine" gave this game 5 stars (out of 5). Flux magazine gave this game an A. Released 11/30/94. #60020-C.

 Scramble Cobra **Panasonic** **\$5/R2 +**

Developed by Pack-In Video. Surprisingly good arcade helicopter sim that's just a shade too short at ten missions. Lots of high speed missile and napalm action. Woo hoo! Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 4.5, and 3 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). ©1995 Matsushita, Genki Co, Pack-In Video. #FZ-SM0404.

 Seal of the Pharaoh **Panasonic** **\$10/R3 -**

Developed by ASK Kodansha. Atrocious RPG that takes place inside of pyramids. The battles are nothing more than button mashing affairs and the graphics are nothing more than basic geometrical shapes patched together. It's bad in the baddest sense of the word. Role-Playing/First-Person RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and 4 (out of 10). ©1994 ASK Kodansha. #FZ-SM1751.

 Sesame Street: Numbers **Electronic Arts** **\$8/R3**

Designed by Michael L Stein. Developed by Viridis. Point & click for kids to learn some math basics and hang out with the Sesame Street gang. Educational/Math. Released 1994.

 Sewer Shark **DigitalPictures** **\$15/R4**

Guide your ship through radioactive underground mazes, traveling at breakneck speeds and guided by a demented organization and a talking vacuum cleaner. Though your goal is to collect as much "tube steak" (dead bats and rats, essentially), there's a running sub-plot where your efforts could ultimately overthrow the oppressive bad guys just to keep the game from getting out of touch with reality. </sarcasm> One of the first full-motion video games. Pilot an attack ship through a sewer, blasting various mutant creatures along the way. You need to kill in order to continue, and you need to listen to the directions and follow them, but there is otherwise very little replay value here. The best part of the game are the frequent video cut scenes. Action/Full-Motion Video. PERIODICALS: The UK's "3DO Magazine" gave this game 2 stars (out of 5).

 Shadow: War of Succession **Tribeca Digital** **\$10/R3 -**
a.k.a. Shadow Warriors (Japan)

Designed by Mark Erdtmann. There is no Mortal Kombat port on this system but there are two games that borrow the digital character gimmick. Shadow is the one that does it poorly. Fighting/Tournament Style. EASTER EGGS: We know how quickly you want to get through this game. Go to the difficulty selection screen and press Down (x2), Left, Right, Up (x2). Start a game. Now, during any match, if you press Left Shift you instantly kill your opponent. ©1994 Tribeca.

 Shanghai: Triple Threat **Activision** **\$6/R2**

Designed by Tom Sloper, Brodie Lockard, John Spinale, Peter. Doctorow. Classic matching tiles game that will rob you of many

hours of sleep. Traditional/Board Game. PERIODICALS: The UK's "3D0 Magazine" gave this game 3 stars (out of 5). Released 12/13/94. ©1994 Activision.

Shockwave 2: Beyond the Gate Electronic Arts \$5/R2 +

Designed by Laurent Benes, Erik Holden, Bob Rossman, Don Woo. A 2-CD set. Takes place 20 years after the events of the first Shockwave game. 20 years means better technology. Now the missions include the fighter plane as well as hovercraft and turret missions, with over a dozen different weapons to customize them with. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7.5 (out of 10). Released 1995.

Shockwave: Invasion Earth 2019 Electronic Arts \$4/R1

Designed by Michael Becker, Charles Austen, David Pettigrew, Philippe Tarbouriech. One of the better early original titles for the system, loaded with quality video, an actual storyline, and pretty good play mechanics too. Followed by a sequel and an add-on disc. Shooter/Third-Person Shooter. LANDMARK: On July 20, 1994, the 3D0 Company awarded this game "Best Game" for its 1994 3D0 Developer Awards. EASTER EGGS: A little invincibility to help the earthlings. Pause a game, then press B, A, C (x2). A (x2). X. You're now in "cheat mode", at least for the duration of the mission. Now Pause the game again and press A, B, A, C, A (x2). B, A, X. Use this code wisely, as PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and 7 (out of 10). The UK's "3D0 Magazine" gave this game 3 stars (out of 5). Released 06/27/94.

Shockwave: Operation Jumpgate Electronic Arts \$3/R1

This is an add-on disc. You need the original Shockwave game to play! Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). The UK's "3D0 Magazine" gave this game 4 stars (out of 5).

Slam 'n Jam 95 Crystal Dynam \$5/R1

Designed by Mike Lamb, John Brandwood. Developed by Left Field Productions. They're not real teams but for the time, this was truly cutting edge basketball. Smooth animation, quick load times and lots of fancy dunks. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, and (out of 10). The UK's "3D0 Magazine" gave this game 5 stars (out of 5). Flux magazine gave this game an A. ©1995 Crystal Dynamics.

Snowjob 3D0 \$20/R4

Designed by Jiri Bezdek, Andrew Lunde. Developed by IX Entertainment. Features the acting talents of 8-movie starlet Tracy Scoggins. One of the better FMV games in that it follows the Sherlock Holmes theory of gaming by using the video window to display results, not actual gameplay. A 2-CD set. Action/Full-Motion Video. EASTER EGGS: For a good time, dial 1-900-772-6563. PERIODICALS: The UK's "3D0 Magazine" gave this game 4 stars (out of 5). ©1995 The 3D0 Company.

Soccer Kid 3D0 \$5/R2

Designed by Nigel Little. Developed by Team 17. Ported from the game Marko's Magic Soccer Ball which was created for 16-bit systems. Action/Platform/Scrolling Screen. EASTER EGGS: To play on any level, go to the title screen and press Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. You'll hear an audio confirmation if you did it right. Now from the options menu press left or right to change your starting level. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). The UK's "3D0 Magazine" gave this game 3 stars (out of 5). Released 05/02/94.

Space Ace ReadySoft \$6/R2

Based on the 1984 Cinematronics coin-op. Designed by the same team that brought us Dragon's Lair, here is Dragon's Lair set in the

future, with a gun instead of a sword, and with the ability to transform puny Dexter into powerful Ace. The long-standing issue between fans of these games is "Who is hotter, Kimmy from Space Ace or Daphne from Dragon's Lair?" Send us your vote, it's very important. THIS is the best version of Space Ace on any platform. See how much better the game is when you can actually hear your inputs register? Action/Full-Motion Video (Animated). Released 05/02/95.

Space Hulk: Vengeance of the Blood Angels Electronic Arts \$10/R3 +

Designed by Nick Wilson, Mike Richardson, Tony Summerhayes. Based on a board game by Games Workshop. An intense battle that at first glance appears to be a first-person shooter. Don't be fooled - go in guns a-blazin' and your team will die quickly. Complete the game tactically and victory will be yours. Simulation/Real-Time Strategy. EASTER EGGS: You can do all kinds of cool stuff from the cheat menu here. Go to the annex room, hold Left Shift and press A, B, Right, A, C, A, Down, A, B, Right, A. An option menu will appear. Select options from the list including invincibility, easy battles, unlimi PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6.5, and 5.5 (out of 10). Flux magazine gave this game an A. ©1995 Electronic Arts.

Space Pirates Amer Lasergames \$10/R3

Designed by Pierre Maloka. Based on the 1992 American Laser Games coin-op. It's Mad Dog McCree in space! Gun down the bad actors with your light gun which has been transformed into a laser pistol. Action/Full-Motion Video. Light Gun compatible. PERIODICALS: The UK's "3D0 Magazine" gave this game 3 stars (out of 5). Flux magazine gave this game a C. ©1995 American Laser Games. #ALG595001.

Star Control II Crystal Dynam \$35/R4 +

Designed by Paul Reiche III, Fred Ford. Sequel to the popular 8-bit title, Star Control II adds a very rich story mode to the previous game, as well as a number of new races (which means new ships to play with). At its heart it's Space War, the first space battle game and coin-op ever created. Besides the usual components, a "complete" Star Control II also includes a poster-sized "HyperSpace Star Map". Make sure you've got that stuff. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 7 (out of 10). The UK's "3D0 Magazine" gave this game 4 stars (out of 5). Released 09/03/94. #61040-C.

Star Fighter 3D0 \$5/R1 +

Developed by Krisalis. Colorful 3D mission-based space shooter that takes place in and out of space. Shooter/Third-Person Shooter. EASTER EGGS: All kinds of good things in the cheat mode here. Go to the "configure" menu and enter your name as COFFEE_N_PICKLE as a name. Select to enter your name again, and the words "CHEAT NOW" will appear at the bottom of the screen. You can use one or many of the PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7.5 (out of 10). SANTULLI SLANT: This is a game that all 3D0 owners should have, as it really pushes the system to its limits. Star Fighter has dozens of missions, most with primary and secondary objectives, lots of variety, and solid gameplay. Visually it's become rather dated, but kept in the context of others in the library, it's a brilliantly conceived title and loads of fun. [Gr: 8, So: 7, Ga: 8, Ov: 8] Released 04/12/96.

Star Wars: Rebel Assault LucasArts \$12/R4

Designed by Vince Lee. As with most games of its ilk, designer Lee was accompanied by a cast of thousands in producing this game, which is nothing more than a series of target shooting games on rails. Originally packaged with "The Adventurer", a 40 page magazine that serves mostly as a catalog of LucasArts products. Shooter/First-Person Vehicle Shooter. PERIODICALS: The UK's

"3DO Magazine" gave this game 3 stars (out of 5). Released 11/25/94. #636230.

StarBlade Panasonic \$3/R1 +

Developed by Namco. Based on the 1991 Namco coin-op. Fast-paced, tough "on rails" shooter. Great retro look is accompanied by a special enhanced mode, which adds more texture to both the visual and sound. Shooter/First-Person Vehicle Shooter.

PERIODICALS: The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 12/28/94. #FZ-SM5351.

Station Invasion, Club 3DO \$5/R2

Designed by Tom Jannak, Rajesh S Nakhwa. Of note, Ed Rotberg directed this game. Rotberg is best known for his coin-op work, where he developed classics like Battlezone, Hat Trick, and Snake Pit. Miscellaneous/Mini-Games. PERIODICALS: The UK's "3DO Magazine" gave this game 3 stars (out of 5).

Stellar 7: Draxon's Revenge Dynamix \$3/R1

Designed by Darek Lukaszk, Peter Lukaszk. Original game designed by Damon Slye. Narrated by Michael "Worf" Dorn. Kind of a futuristic Battlezone clone, a bit like T-Mek. Dynamix was a division of Sierra On-Line. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10).

Strahl Panasonic \$6/R2

Interestingly enough, this game was also produced for the Pioneer LaserActive system under the title "Triad Stone". One of many Dragon's Lair knock-offs, this is a very short but very creative adventure. We don't know the origin of the game's graphics but they're decidedly early anime in nature, which makes this a bit of a departure from the usual western styles of other animated FMV titles. Triad Stone has cleaner graphics and better transitions between scenes. Action/Full-Motion Video (Animated). PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5.5 (out of 10).

Super Street Fighter II Turbo Panasonic \$10/R5 +

Based on the 1994 Capcom coin-op. This is as "arcade perfect" as any version of the game to date. This version does rely on CD load times but they're short and non-intrusive. Take a look at how well the 3DO system could manage 2D arcade games here and you'll wonder why other developers didn't at least give the system a shot. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). The UK's "3DO Magazine" gave this game 5 stars (out of 5). Released 11/06/94. #FZ-SC3851.

Super Wing Commander Electronic Arts \$8/R2

Designed by Chris Roberts, Richard Lyle. Developed by Origin. Good translation of the popular PC title. The sequel, Wing Commander III, is even better. Simulation/Space Combat. EASTER EGGS: To activate a hidden cheat menu, hold X and press B (x2), C (x2), A (x2) while at "The Lounge" screen. You'll hear an audio response if you did it right. Now release X, and press Left Shift + Right Shift + Pause to display the hidden menu. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5).

Supreme Warrior DigitalPictures \$5/R1 -

a.k.a. Dai Bing, Ying Heung: The Supreme Warrior
Designed by Steven C Cole, Noah Faisteln, Amanda Lathroum, Amir H Raubvogel. Produced by Tom Zito. Featuring the acting talents of Vivian Wu (The Joy Luck Club). A full-motion video martial arts game. A 2-CD set. Action/Full-Motion Video. EASTER EGGS: We're both proud and very aware of our geekiness when we inform you that there is a "bikini" mode for Ambrosia that may take you several hours to get just right. Ready? Play in "supreme" mode. When fighting Ambrosia and her left side is facing you with her

PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and 5 (out of 10). The UK's "3DO Magazine" gave this game 2 stars (out of 5). Flux magazine gave this game a B-. Released 11/05/94.

Syndicate Electronic Arts \$5/R1

Designed by Matt Sullivan. Developed by Bullfrog. Original game designed by Sean Cooper. It's all espionage and subterfuge in this isometric troop-based strategy game. Simulation/Real-Time Strategy. EASTER EGGS: Want to start as an instant millionaire? Enter NGOR_MAT as the name of your corporation to get 100 million credits and access to all countries right from the start of the game. PERIODICALS: The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 06/09/95.

Theme Park Electronic Arts \$8/R2

Developed by Bullfrog. Manage everything from which rides to feature to how much salt to put in the french fries in this popular "tycoon" simulation. Simulation/Resource Management. EASTER EGGS: To start with lots of cash and everything unlocked, start a game and enter your nickname as BOVINE, then go to the park and hold A + B + C. PERIODICALS: The UK's "3DO Magazine" gave this game 5 stars (out of 5). Flux magazine gave this game a B+. Released 01/17/96.

Total Eclipse Crystal Dynam \$3/R1

Designed by Eric Knopp, Mark Cerny, Bill Mitchell. A behind-the-craft shooter over alien landscapes, much like Crystal Dynamics' other 3DO shooter, Off-World Interceptor. In fact, you could consider this one "Off-World Interceptor in the sky". Shooter/Third-Person Shooter. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Best 3D" for its 3DO Developer Awards. EASTER EGGS: It's a hard game, but 99 lives will help. Pause a game in progress and enter the options screen. Highlight "Resume Game" and press B, A, C, A, B, A, Left Shift, Left Shift + Right Shift, X (x2). You'll get a video confirmation if you did it right. Press PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). The UK's "3DO Magazine" gave this game 4 stars (out of 5). Released 06/24/94. ©1993 Crystal Dynamics. #61200 NFR.

Trip'd Panasonic \$3/R1

Designed by Hideki Miura, Hiro Hayashida. Developed by Warp. Destroy the big Deon'nz in this one or two player Puyo Puyo-style game. Watch for the rather disturbing game over graphic. Puzzle/Action. PERIODICALS: The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 05/02/95. #FZ-SM2351.

Twisted: The Game Show Electronic Arts \$3/R1

Designed by Neil Cormia, Larry Reed, Frank Sandoval, Chris McFall. Developed by Studio 3DO. A great party game, you can link up to four controllers for simultaneous mayhem. Followed by a sequel, Zhadnost: The People's Party. Traditional/Game Show. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Best Interface Design" for its 1994 3DO Developer Awards. EASTER EGGS: If you zap the 3DO commercial during the TV mini-game you'll automatically win the game! PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 7 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5).

Virtuoso Data East \$10/R3 -

Designed by Peter Wake, Mat Draper, Andy Williams. Developed by Elite Systems. Guide your digitized rock and roller through various bland environments blasting poorly animated aliens with your guitar. We're not kidding. The game's original music is performed by "Thai Dyed Suicide". Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and 3 (out of 4). The UK's "3DO Magazine" gave this game 1 star (out of 5). BOX DESCRIPTION: "The future is here: and it plays rock 'n' roll. Music and Virtual Reality are your only escapes in a world gone mad. Transform into a rock superstar on a 3D virtual quest where

the Angry Red Planet, Mars, awaits your invasion." ©1995 Motiveimer.

- ☒ **VR Stalker** **Morpheus Inter** **\$5/R2**
Designed by Deion McClung, Mark Knight, Dallen Christensen, De Liu. Recent air combat game before there was "Air Combat". Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and 5 (out of 10). The UK's "3DO Magazine" gave this game 2 stars (out of 5). ©1994 Morpheus Interactive.

- ☒ **Waialae Country Club** **Panasonic** **\$3/R1**
Developed by T&E Soft. One of three T&E golf titles for the 3DO (the others being Pebble Beach and Wicked 18), each with a similar look and feel and new courses. Sports/Golf. PERIODICALS: The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 11/23/94. #FZ-SM0102.

- ☒ **Way of the Warrior** **Universal** **\$5/R2 +**
Developed by Naughty Dog. Features the music of White Zombie (nearly the entire album of 1992's "La Sexorcisto: Devil Music Volume One", in fact). Of note: the game was developed by Naughty Dog, who would later find fame and fortune in their Crash Bandicoot series. Most of the cast of characters are friends and relatives of Naughty Dog. Crimson Glory is played by lead designer Jason Rubin's ex-girlfriend; Konotori and The Ninja are both played by Rubin himself; Major Gaines is Rubin's frat brother; Shaky Jake is lead programmer Andy Gavin's younger brother. According to a 1996 interview with Naughty Dog, "[The character] Fox has no voice because [actor Chris Sanford] went on vacation and we couldn't get in touch with him." Naughty Dog talked about the origin of the Space War egg in a 1996 interview: "Andy [Gavin, lead programmer] thought it would be a cool addition because during the creation of Way of the Warrior, he was studying artificial intelligence as a grad student at MIT--where Space War was created." Fighting/Tournament Style. LANDMARK: On July 20, 1994, the 3DO Company awarded this game "Best Animation" for its 1994 3DO Developer Awards. EASTER EGGS: The classic game of Space War can be accessed by pressing a complex series of buttons at the character selection screen. From the character selection screen in two player (versus) mode, player 2 pick a character and hold Down/Right, A, B, C, and START. Wh PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 3, and 3 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). SANTULLI SLANT: An obvious Mortal Combat wannabe that you'll either love or hate. It's probably got the most out-of-shape characters you'll ever see in a game, outrageously silly physics, and sometimes clunky control schemes. You know what? It's one of my top ten on the system. [Gr: 8, So: 10, Ga: 8, Ov: 8] Released 08/30/94.

- ☒ **Who Shot Johnny Rock?** **Amer Lasergames** **\$8/R4**
Designed by Pierre Maloka. Based on the 1991 American Laser Games coin-op. Original game designed by Nat Brown, Li Tan, and Tom Desmarais. It's Mad Dog McCree in the gangland crime era! Action/Full-Motion Video. Light Gun compatible. Released 11/06/94. ©1994 American Laser Games. #ALG-000043.

- ☒ **Wicked 18 Golf** **Panasonic** **\$3/R1**
Developed by T&E Soft. A golfer's nightmare course, 18 holes featuring everything from tiered green levels to lava pits! One of three T&E golf titles for the 3DO (the others being Pebble Beach and Waialae), each with a similar look and feel and new courses. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 6 and 5.5 (out of 10). Released 03/28/95. ©1994 Matsushita, T&E Soft. #FZ-SM0104.

- ☒ **Wing Commander III: The Heart of the Tiger** **Electronic Arts** **\$6/R2 +**
Designed by Chris Roberts. Developed by Origin. A 3-CD set.

Features the acting talents of Mark Hamill, Malcolm McDowell, and porn star Ginger Lynn. Originally packaged with "Victory Streak: Your Personalized Guide to the TCS Victory", a controller, a poster detailing many of the ships in the game and a reference card in addition to the usual trappings. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7, and 6.5 (out of 10). The UK's "3DO Magazine" gave this game 5 stars (out of 5). Released 06/12/95.

- ☒ **Wolfenstein 3D** **Interplay** **\$5/R2**
Designed by Bill Heineman. Superb port of the popular PC game originally developed by id Software. The 3DO version contains the original 30 Wolfenstein levels, plus "Escape from Wolfenstein", "Project Eisenfaust", "A Dark Secret", "Die Fuhrer, Die", "Trail of the Madman", and "Confrontation". Shooter/First-Person Shooter. EASTER EGGS: Pause the game and highlight "new game", then press C to enter a code. GREG makes you invincible with all weapons and keys; NOKITTY puts you in God mode; KICKBUTT arms you with every weapon and FENLEY give you full ammo; LOGICWARE shows you all of the sec PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and 8 (out of 10). Flux magazine gave this game a B. Released 09/03/95. ©1992, 1995 id Software.

- ☒ **World Cup Golf: Hyatt Dorado Beach** **US Gold** **\$5/R1**
Designed by Gary Tonge, Byron Nilsson, Tony Porter. Developed by ARC Developments. Though there are more features than any other 3DO golf title here, the game just lacks that "right feel" and seems to be a direct PC port. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and 7 (out of 10). The UK's "3DO Magazine" gave this game 3 stars (out of 5). Released 1994.

- ☒ **Zhadnost: The People's Party 3DO** **\$10/R3**
Developed by Studio 3DO. The sequel to Twisted: The Game Show. A great party game that supports four players simultaneously but unfortunately requires at least two. The cardboard outer box for this game is tough to find, it was packaged with a controller so it's rather thick - apparently people just tossed the cumbersome box. An early working title for this game was "The All New People's Game Show". Traditional/Game Show. PERIODICALS: The UK's "3DO Magazine" gave this game 3 stars (out of 5). ©1995 3DO Company.

Total # of items in this section: 141

PROTOTYPE/ AND ONE OF A KINDS

- | | | |
|---|-----------------|---------|
| ☒ Decathlon | 3DO | \$0/R10 |
| ☒ Orbatak | Amer Lasergames | \$0/R10 |
| ☒ Shootout at Old Tucson | Amer Lasergames | \$0/R10 |

Fast, unpredictable 2-player shooting action!

Total # of items in this section: 3

HARDWARE AND PERIPHERAL

- | | | |
|--|----------|----------|
| ☒ 3DO Blaster | Creative | \$150/R5 |
|--|----------|----------|
- An ISA compatible PC card. Plug it into an expansion slot on your PC, and with one of the compatible CD-ROM drives you could play

3DO games on your PC in Windows. Packaged with Gridders, Shockwave, and the Sampler CD.

- ❑ **3DO Demo Disc Program** **3DO** **\$0/R0**
A white binder with blue silk-screened art. The binder itself contains a number of demo discs, each on its own separate "sell sheet" with instructions, general gameplay rundowns, and a plastic pocket to hold the game. CD's in this series are most often marked as demos but are fully playable, full versions of the game.
- ❑ **3DO Mouse** **Panasonic** **\$10/R5**
This standard 3-button mouse was not very well supported by 3DO software. #FZ-JM1.
- ❑ **Console, 3DO Interactive Multiplayer System** **Goldstar** **\$45/R2**
Similar in size to the Panasonic FZ-1, and also allows access to the CD-ROM via a front-loading tray. Packaged with the games Shockwave, FIFA Soccer, and a photo CD. #GDO-101M.
- ❑ **Console, 3DO TRY** **Sanyo** **\$90/R5**
The Sanyo 3DO TRY was only available in Japan. #IMP-21J.
- ❑ **Console, FZ-1 3DO Interactive Multiplayer System** **Panasonic** **\$40/R2**
Designed by Dave Needle, RJ Mical. This was the original Panasonic console, the only one available when the system launched in 1993. CD access is through a sliding, front-loading tray. Packaged with the game Crash 'n Burn. Originally retailed for \$699. In a 1996 interview, Naughty Dog (the developers of Way of the Warrior) mentioned that "There were two megabytes of RAM in the 3DO when we started the game, but then they announced three megs in the release version. [All the game's characters] doubled in size because we had that much more memory to play with." #FZ-1.
- ❑ **Console, FZ-10 3DO Interactive Multiplayer System** **Panasonic** **\$40/R2**
This was the second generation Panasonic unit with flip-top CD-ROM access. It's also got a built-in memory manager (that had to be accessed via software on the FZ-1). Packaged with the game Gex. #FZ-10.
- ❑ **Controller, 3DO Control Pad** **Goldstar** **\$15/R2**
Goldstar's controller was a little better than the original Panasonic ones. #GPA-111M.
- ❑ **Controller, 3DO Control Pad** **Logitech** **\$0/R0**
Nice "batwing" design.
- ❑ **Controller, 3DO Control Pad** **Panasonic** **\$8/R2**
Extremely stiff first-generation controller. You literally couldn't get a diagonal move out of this thing without loosening the screws on the back. Some of the cool innovations on these controllers include the ability to "daisy chain" other controllers to it. Each controller has it's own headphone jack and volume control. The cord is a very welcome 10 feet long. #FZ-JP1X.
- ❑ **Controller, 3DO Control Pad** **Panasonic** **\$7/R2**
It looks the same as the original JP1X but the diagonals issue was resolved. Also removed are the headphone jack, independent volume control, and about 4 feet of cord length. #FZ-JP2X.
- ❑ **Controller, 6-Button** **Fire Internat** **\$0/R0**
Provides standard 3 button mode and unique 6 button hyper mode for use with fighting games.
- ❑ **Controller, Docs Wireless** **Docs** **\$0/R0**
Infra-red wireless remote pads for the 3DO, packed two in a box.
- ❑ **Controller, Flight Stick Pro** **CH Products** **\$40/R5**
Excellent flight stick is really just the PC version with an adapter.

The analog flight stick has 3 fire buttons, four additional configurable buttons, a big red trigger and a small pin to activate different views of the cockpit or other various features.

- ❑ **Controller, GamePad6** **Performance** **\$0/R0**
Features six fire buttons, auto-fire, extra-long cord and a Y-connector for adding controllers. #P-1201.
- ❑ **Controller, The 3DO Control Pad 2** **3DO** **\$15/R3**
One of the better-made control pads.
- ❑ **Dual Joystick Adapter** **JPF Import** **\$0/R0**
Allows any two Super NES controllers to be used on a 3DO console.
- ❑ **Game Guru** **3DO** **\$15/R3**
It's a CD that allows you to compress the 3DO memory and store more saves as a result, works very much like a Game Genie or Game Shark in that there are codes to "hack" games (actually it hacks their saves). PERIODICALS: The UK's "3DO Magazine" gave this item 5 stars (out of 5).
- ❑ **Gamegun** **Amer Lasergames** **\$40/R4**
An orange light gun compatible with the many American Lasergames gun games.
- ❑ **Joystick, Digital Stick Controller** **Panasonic** **\$75/R6**
Well-designed joystick that was rarely seen in the US. #FZ-JS1.
- ❑ **Joystick, Rock 3** **Unknown** **\$0/R0**
Import joystick controller features standard five button mode and 6 unique buttons (A, B, C, P2, L, R), a pass through port for a Super Nintendo joystick, individual "turbo" & "auto-fire" selector, and slow motion control.
- ❑ **Memory Unit** **Panasonic** **\$0/R0**
Includes software that allows you to transfer files from the 3DO to the unit and vice-versa. #FZ-EM256.
- ❑ **MPEG Video CD Adapter** **Goldstar** **\$50/R5**
The MPEG adapter allows you to watch VCD's on your Goldstar system (this unit is not compatible with any other model). Originally packaged with the movie "Total Recall" on VCD.
- ❑ **Per4mer Turbo Wheel** **Unknown** **\$0/R0**
A steering wheel controller. Pamphlet boasts "90 degree rotation, self-centering mechanism, direct game port connection and durable, injection included construction".
- ❑ **Super NES Controller Adapter 3D Zero** **\$0/R0**
Allows any Super NES controller to be used on a 3DO console.
- ❑ **Video CD Adapter** **Panasonic** **\$0/R9**
It was never supposed to be, but we've got proof that there was just such a unit manufactured by Panasonic for the FZ-1 console. The packaging is from Singapore and incorrectly spelled "Adaptor" on the box. #FZ-FV10.
Total # of items in this section: **26**

RUMOR MILL

- ❑ **11th Hour, The** **Virgin** **\$0/R0**
This is the sequel to the 7th Guest, a very popular early PC multimedia title. It was listed in the 3DO Direct Catalog with an expected December 1995 release date.
- ❑ **Absolute Zero** **Domark** **\$0/R0**

- ☐ **All-New People's Game Show** 3DO \$0/R0
- ☐ **American Blonde** Vivid Inter \$0/R0
All titles by porn producer Vivid Interactive are considered "adult".
- ☐ **BIOS Fear** Panasonic \$0/R0
Announced in the 3DO Direct Catalog with a Spring '95 release date. "Earth is dying as a result of corporate monoliths stripping the forests, plains and oceans in their greedy business ventures. Save what is left alive in the Biosystem Dome on Earth. Planet Earth depends on you in this first-person futuristic adventure game".
- ☐ **Cadillacs & Dinosaurs** Rocket Science \$0/R0
- ☐ **Channel Blonde** Vivid Inter \$0/R0
All titles by porn producer Vivid Interactive are considered "adult".
- ☐ **Cheating** Vivid Inter \$0/R0
All titles by porn producer Vivid Interactive are considered "adult".
- ☐ **Chess Wars: A Medieval Fantasy** Art Data \$0/R0
- ☐ **Clay Fighter 2: Judgment Clay** Interplay \$0/R0
- ☐ **Console, M2** Matsushita \$0/R0
Infamous accelerated 3DO technology that was never to be. This unit was all about 3D gaming. It would have been the first console with a 64-bit processor had it gone out when expected, by the end of 1995. At its core, the M2 was an IBM PowerPC 602 chip capable of handling more than a million polygons per second and able to display MPEG video (near-VHS quality). It was also reported to house 6MByte of memory and a larger data cache as well as an internal data transfer rate of 528MByte per second. Its 3D graphics chip was able to do gouraud shading, texture mapping with mip mapping on one million polygons per second and even had some hardware transparency effects capability built in. The M2 was expected to retail for \$300. Alas.
- ☐ **CyberClash** Crystal Dynam \$0/R0
Video of the game is shown on Crystal Dynamics' Sample This demo CD.
- ☐ **CyberWar** Sales Curve \$0/R0
- ☐ **Deadly Skies** JVC \$0/R0
- ☐ **Death Mask** Pixis Interact \$0/R0
- ☐ **Deus Ex Machina** Silmarils \$0/R0
We're not sure what the game was going to be about exactly, but the term is very familiar here at Digital Press HQ. It means "A person or thing that provides a contrived solution to a difficult problem".
- ☐ **Dinoblaze** Virgin \$0/R0
- ☐ **Discworld, Terry Prachett's** Psygnosis \$0/R0
- ☐ **Doom 2** Art Data \$0/R0
- ☐ **Dragon's Lair II: Time Warp** ReadySoft \$0/R0
Announced in the 3DO Direct Catalog with a December '95 release date. "Travel through time with the help of an aging time machine. During your quest you must face and conquer the unique dangers of several dimensions of time. Fight Mordoc the evil wizard and save Daphne or she'll be lost forever in the time warp!".
- ☐ **Duelin' Firemen!** RunandGun \$0/R0
- ☐ **Eye Spy** Cerebre \$0/R0
- ☐ **Fast Draw Showdown** Amer Lasergames \$0/R0

- ☐ **Fatty Bear's Draw Show** Humongous \$0/R0
It's been on lots of 3DO lists over recent years, but we've yet to see proof of a 3DO version of the game.
- ☐ **Fire & Ice** LG Software \$0/R0
- ☐ **Firewolves** LG Software \$0/R0
- ☐ **Garage Sale** Star Wave \$0/R0
- ☐ **Golden Gate: Treasure by the Bay** 3DO \$0/R0
Developed by IX Entertainment. Announced in the 3DO Direct Catalog with a November '95 release date. "Two hundred years ago, an exiled king fled to the new world to bury his past with his treasure near the new mission in what is now called San Francisco. Become a thrill-seeking treasure hunter and embark upon the adventure of a lifetime".
- ☐ **Grandest Fleet, The** Kirin Entertain \$0/R0
- ☐ **Hard Corps** Sales Curve \$0/R0
- ☐ **Hot Roxx** Vivid Inter \$0/R0
All titles by porn producer Vivid Interactive are considered "adult".
- ☐ **In Your Face** Meta-Design \$0/R0
- ☐ **InteractV Aerobics: Hi, Low & Combo** VideoactV \$0/R0
- ☐ **Intimate Journey** Vivid Inter \$0/R0
All titles by porn producer Vivid Interactive are considered "adult".
- ☐ **Isis: Earth, Wind & Fire** Panasonic \$0/R0
Announced in the 3DO Direct Catalog with an October '95 release date. "Featuring live concert music of Earth, Wind and Fire. You have been summoned by Isis to launch a ship. First you must find three gems hidden within a giant pyramid. These gems harness the elemental forces of Earth, Wind, and Fire, necessary to power the ship". You can find a scanned advertisement for this game on the Digital Press website.
- ☐ **Kingdom o' Magic** Sales Curve \$0/R0
- ☐ **Lawnmower Man II: Jobe's War** Sales Curve \$0/R0
- ☐ **Lemmings Chronicles, The** Psygnosis \$0/R0
Announced in the 3DO Direct Catalog with an August '95 release date. "Lemmings are on the loose in a brand new land! Help the Lemmings rescue their friends as they use their new found skills and tools to make their way to safety in 90 new levels of increasingly perplexing puzzles".
- ☐ **Let's Play Baseball** IntelliPlay \$0/R0
Advertised within other ESPN titles. "Let's Play Baseball with Ozzie Smith. The St. Louis Cardinals' All-Star shortstop - The Wizard of Oz - teams up with former Official Little League Coach Ted Kerley to teach you basic offensive and defensive strategies every player needs to know."
- ☐ **LoadStar: The Legend of Tully Bodine** Rocket Science \$0/R0
- ☐ **Lost Vikings II, The** Interplay \$0/R0
- ☐ **Maelstrom** ReadySoft \$0/R0

From the inside cover of "Dragon's Lair" (complete with errors!): You have the tools to save the planet Harmony. But do have the guts? Enter the world of Maelstrom. A world where only the strong survive and decision could be your last. In a typical Maelstrom moment, you're watching from your Execution 1200 "holo-deck" as your warship wage a desperate. Suddenly a messenger appears on your screen with an urgent message: a 1 scientist has been

kidnapped! You view the videotape in horror as you try to remind yourself: "it's only a game."

- ☐ **Maximum Surge** DigitalPictures \$0/R0
Designed by Steve DeFrisco. Produced by Tom Zito.

- ☐ **McKenzie & Co.** Amer \$0/R0
Lasergames

- ☐ **Mirage** Atlantis Inter \$0/R0

- ☐ **Naked Reunion** Vivid Inter \$0/R0

All titles by porn producer Vivid Interactive are considered "adult".

- ☐ **Nevada 51** Electronic Arts \$0/R0

- ☐ **NHL Hockey '96** Electronic Arts \$0/R0

Announced in the 3DO Direct Catalog with a December '95 release date. "This cooler than ice realistic hockey game is the most authentic ever created".

- ☐ **Onside** Elite \$0/R0

- ☐ **Penn & Teller's Smoke & Mirrors** Absolute \$0/R0

Announced in the 3DO Direct Catalog with a November '95 release date. "Let 'The Bad Boys of Magic' show you how to perform tricks, play practical jokes on your friends, and even drive a bus! Check out over one hour of all-new live-action video footage. It's two-player action where you'll never lose because you can cheat!".

- ☐ **Planet Strike** 3DO \$0/R0

- ☐ **Planet Vegas** VideoactV \$0/R0

- ☐ **Powerslide** Elite \$0/R0

- ☐ **Prowler** Origin \$0/R0

- ☐ **Rad the Rock Hopper** Crystal Oasis \$0/R0

- ☐ **Rayman** Ubi Soft \$0/R0

- ☐ **Real Line: An Interactive Learning Cube** L3 Interactive \$0/R0

- ☐ **Return to Zork** Activision \$0/R0

Announced in the 3DO Direct Catalog with a November '95 release date. "Return to Zork is an amazing interactive adventure of danger intrigue and cunning. Filled with fascinating puzzles, it features a cast of Hollywood stars, a revolutionary interface, over an hour of spoken dialogue, and an enchanting musical score".

- ☐ **Rock 'n Roll Racing** Interplay \$0/R0

Developed by Blizzard Entertainment.

- ☐ **Saturncide** Amer \$0/R0
Lasergames

Developed by Morpheus Interactive. From the preview flyer: "In 2184, captured alien technology enables Earth Colonists to traverse galaxies and settle New Saturn. You are part of a strike force sent through a galactic corridor to assemble a weapon of massive destruction and exterminate all aliens."

- ☐ **Shell Shock** Core Design \$0/R0

- ☐ **Shred Fest** Electronic Arts \$0/R0

- ☐ **Silly Classix! At the Museum** VideoactV \$0/R0

Announced in the 3DO Direct Catalog with a "call for availability" note. "Digitized old classics that can be stretched, twisted, distorted as well as displayed on various museum objects that can be further manipulated. Short films include: Charlie Chaplin, Keystone Cops and others; with a brief history on each film".

- ☐ **Software Toolworks' Star Wars Chess, The** LucasArts \$0/R0

Similar in concept to "Battle Chess", where the pieces (now each representing popular Star Wars characters) perform an animation when you take an opposing piece.

- ☐ **Star Trek: The Next Generation** Spectrum Holo \$0/R0

- ☐ **Steamy Windows** Vivid Inter \$0/R0

All titles by porn producer Vivid Interactive are considered "adult".

- ☐ **Street Fighter Animated** Capcom \$0/R0

- ☐ **Thunderhawk** Core Design \$0/R0

- ☐ **Toon Time II** VideoactV \$0/R0

- ☐ **Triple Play '96** Electronic Arts \$0/R0

- ☐ **Ultimate Fighting Style: Interactive Learning Cube** L3 Interactive \$0/R0

- ☐ **Varuna's Forces** JVC \$0/R0

- ☐ **Vikings** Microprose \$0/R0

- ☐ **Voices in My Bed** Vivid Inter \$0/R0

All titles by porn producer Vivid Interactive are considered "adult".

- ☐ **Warriors** Mindscape \$0/R0

- ☐ **Waterworld** Interplay \$0/R0

Based on the soggy 1995 Kevin Costner action/sci-fi movie. Shown on the 3DO Buffet sampler disc.

- ☐ **Wingnuts** Rocket Science \$0/R0

- ☐ **Winner Take All** Vivid Inter \$0/R0

Announced in the 3DO Direct Catalog with an August '95 release date. "Enter this adult casino where you can accumulate points while playing a variety of different casino games. Minimal interaction". All titles by porn producer Vivid Interactive are considered "adult".

- ☐ **WonderLust** ElectroMedia \$0/R0

- ☐ **World Cup Striker** Coconuts \$0/R0

Not "Striker: World Cup Special" by Panasonic. This may have been a title previously used for the game that was developed by US Gold and released by Panasonic, though the 3DO Direct Catalog lists the game as manufactured by Coconuts. "This hot new soccer simulation includes a friendly match mode, a knockout competition mode, and a World Cup mode featuring teams from the World Cup games".

Total # of items in this section: 80

DEMOS, SAMPLERS, & NON GAMES

- ☒ **20th Century Video Almanac** SW Toolworks \$3/R1

The poor 3DO just isn't cut out for this kind of thing. You'll find yourself spending more time getting through the menus than actually learning anything. ©1993 Software Toolworks.

- ☒ **3D Atlas** Electronic Arts \$5/R3

Unnecessary account of the entire planet on a single CD. You can learn more and learn it faster on the internet these days, kids. PERIODICALS: The UK's "3DO Magazine" gave this title 4 stars (out of 5).

- ☒ **3DO Buffet** Interplay \$5/R3

A sampler featuring 7 demos, including Casper, Cyberia, Kingdom: the Far Reaches, Alone in the Dark 2, Out of This World,

Wolfenstein 3D and the unreleased Waterworld. #CD-3D0-194-0.

- ☐ **3D0 Interactive Sampler CD 3D0 \$5/R3**
Volume 1, The
 Sample versions of Dragon's Lair, Gridders, True Golf Classics: Pebble Beach Golf Links, Off-World Interceptor, Sewer Shark, Stellar 7: Draxon's Revenge, Total Eclipse and Way of the Warrior.
- ☐ **3D0 Interactive Sampler CD 3D0 \$5/R3**
Volume 2, The
 Sample versions of 3D Atlas, ESPN Golf: Lower Your Score with Tom Kite - Shot Making, Jammit, Soccer Kid, Toon Time In the Classroom, Way of the Warrior, Road Rash, Alone in the Dark, and Shadow: War of Succession.
- ☐ **3D0 Interactive Sampler CD 3D0 \$5/R3**
Volume 3, The
 Sample versions of PO'ed, Flying Nightmares, Shanghai: Triple Threat, Wing Commander III: Heart of the Tiger, PaTaank, Gex, Siam 'n Jam '95, Club 3D0: Station Invasion, Return Fire, Slopestyle and MegaRace.
- ☐ **3D0 Interactive Sampler CD 3D0 \$5/R3**
Volume 4, The
 Sample versions of Baliz, BattleSport, Captain Quazar, Icebreaker, PO'ed, Shockwave 2 and Space Hulk.
- ☐ **Animals!, San Diego Zoo SW Toolworks \$3/R1**
Presents: The
 Developed by Arnrow Studios. Yet another slow-loading, clumsy multimedia reference disk. Yawn. Released 1993.
- ☐ **Beverly Hills Models MacDaddy \$8/R3**
 A photo CD of five naughty young ladies. Contains some topless nudity. Released 1995.
- ☒ **Blonde Justice Vivid Inter \$15/R3**
 All titles by porn producer Vivid Interactive are considered "adult".
- ☒ **Carrier: Fortress at Sea Panasonic \$6/R2**
 Designed by Paul Norman, Laura Buddine, Kate Young. Developed by RMG Dentsu. Based on a Discovery Channel Emmy award-winning television documentary. The software includes film clips from the documentary as well as a virtual tour of an aircraft carrier and a mini-game where you try to land a jet. Of note, key developer Paul Norman is the same Paul Norman who designed computer games for Cosmi in the 80's. ©1995 RMG/Dentsu USA Inc. #FZ-SW0006.
- ☒ **Coven, The Vivid Inter \$15/R3**
 All titles by porn producer Vivid Interactive are considered "adult".
- ☒ **Dennis Miller That's News to Sanctuary \$10/R3**
Me Woods
 Designed by Nick Porcino. First (and last to the best of our knowledge) in Sanctuary Woods' "I-Laugh" series. This is simply a series of comedian Dennis Miller's observations, with limited interaction. ©1994 Sanctuary Woods.
- ☒ **Digital Dreamware: A Virgin \$15/R4**
Hypnotic Visual Trip
 Designed by Mario Aguera. Developed by Hex Ltd. A virtual kaleidoscope, one of those epilepsy-inducing art shows that was popular for about six days in 1995. Released 1995.
- ☒ **Endlessly Vivid Inter \$15/R3**
 Includes a cameo by porn legend Ron Jeremy. All titles by porn producer Vivid Interactive are considered "adult".
- ☒ **ESPN Baseball by IntelliPlay: IntelliPlay \$15/R5**
Hitting
 The subtitle is "Interactive Hitting", and features coach Ron Fraser who was head coach at University of Miami in two championship

seasons (1982 & 1985). ©1994 Intellimedia.

- ☐ **ESPN Golf IntelliPlay \$15/R5**
 The full title is "Interactive Golf: Lower Your Score with Tom Kite - Shot Making". LANDMARK: On July 20, 1994, the 3D0 Company awarded this game "Best Instructional Program" for its 1994 3D0 Developer Awards.
- ☒ **ESPN Let's Go Skiing IntelliPlay \$15/R6**
 Featuring Picalio Street, A.J. Kitt, and Holly Flanders. ©1994 Intellimedia.
- ☒ **ESPN Let's Play Beach IntelliPlay \$15/R5**
Volleyball
 Features Karch Kiraly and Karolyse Kirby. The first problem a 3D0 collector will have is coming to grips with the fact that the system is high on educational and multimedia showcase titles. If you hope to complete the entire US library, you'll need to track down all 38 of these, seven of which are ESPN learning courses in everything from Skiing to Step Aerobics. Sorry about that. ©1994 Intellimedia.
- ☒ **ESPN Let's Play Soccer IntelliPlay \$15/R5**
 Featuring John Harkes and Mia Hamm. ©1994 Intellimedia.
- ☒ **ESPN Let's Play Tennis IntelliPlay \$15/R5**
 Featuring Tracy Austin with additional tutoring by former Grand Slam champions Cliff Drysdale and Fred Stolle. ©1994 Intellimedia.
- ☐ **ESPN Mental Messages IntelliPlay \$10/R6**
 The subtitle is "Lower Your Score With Tom Kite". This was a bonus CD for registering your ESPN Golf game and is packaged in a simple white paper slipcase. You may be able to find these pretty cheaply right now, so grab 'em.
- ☒ **ESPN Step Aerobics IntelliPlay \$15/R5**
 Featuring "The Fitness Pros": Donna Richardson, Nancy Popp, Joel Greco and Tracy York. ©1993 3D0, 1994 Intellimedia Sports, ESPN. #SEF-01-3D0.
- ☒ **Immortal Desire Vivid Inter \$15/R3**
 All titles by porn producer Vivid Interactive are considered "adult".
- ☐ **It's a Bird's Life, Shelly Sanctuary \$8/R2 -**
Duvall's Woods
 Designed by Nick Porcino. Learn all about birds in this interactive animated documentary.
- ☒ **Life Stage, The: Virtual House Panasonic \$25/R4**
 Designed by Katsuya Nagai. Developed by Micro Cabin. Design the interior of a house, office, or apartment. You will spend more time waiting through the load times than actually designing, but there you have it. SANTULLI SLANT: I... am... grabbing... a... chair. I... will... rotate... the... chair. I... will... place... the... chair. I... don't... like... where... the... chair... is. I... will... pick... up... the... chair. I... will... rotate... the... chair. I... will... place... the... chair. I... will... sit... my... wrists... (simulated density courtesy of Digital Press) You surely have much better things to do with your time. [Gr: 5, So: 2, Ga: 1, Ov: 1] Released 1993. #FZ-SM0201.
- ☒ **Love Bites Vivid Inter \$15/R3**
 All titles by porn producer Vivid Interactive are considered "adult". Released 1994.
- ☒ **Mathematics: The L3 Interactive \$20/R5**
Interactive Learning Cube
 Both this and Slopestyle use the gimmicky (and ultimately clumsy) "interactive cube" interface to present the unsuspecting gamer with tutorials. This is the more cerebral of the two, teaching everything from some basic math magic tricks to complex mind-benders. When we say cerebral, we mean it's way too smart for editor Santulli, who would much rather play games where he can break things.

- ☒ **Oceans Below** **SW Toolworks** **\$8/R2**
Developed by Amazing Media. Interactive diving tour where you can learn about the undersea life from lots of exotic locales. It's all rather wet. ©1993 Amazing Media.
- ☐ **Real Sampler CD V 1** **Panasonic** **\$5/R3**
Sampler packed in with the original Panasonic console.
- ☐ **Real Sampler CD V 2** **Panasonic** **\$5/R3**
- ☐ **Sample This!** **Crystal Dynam** **\$5/R2**
Sampler of Crystal Dynamics games, includes playable demos of Star Control II, Samurai Shodown, The Horde, PaTaank, Total Eclipse and Off-World Interceptor. Also includes video of Gex and the unreleased CyberClash.
- ☒ **Sex** **Vivid Inter** **\$15/R3**
All titles by porn producer Vivid Interactive are considered "adult".
- ☒ **Slopestyle: An Interactive Learning Cube** **L3 Interactive** **\$20/R5**
Argh! Another one of these "learning" titles! Two "hip" snowboarders teach you the basics and quickly proceed to cliff drops and mid-air flips. The game even warns that some of the stunts you're about to learn can cause death. Death! Slopestyle is a tough title to find, don't confuse it with some other titles here which are actually fun to PLAY. Because it's not.
- ☒ **Space Shuttle** **SW Toolworks** **\$10/R3**
Developed by Amazing Media. There IS a primitive shooting game contained within the menus of this educational software, but it's hardly enough to categorize this as a game. ©1994 Amazing Media.
- ☒ **Supermodels Go Wild** **Vivid Inter** **\$15/R3**
Note to all: "Wild" does not equal "naked" here. Plenty to look at but no naughty bits, oddly enough. All titles by porn producer Vivid Interactive are considered "adult".
- ☒ **Toon Time In the Classroom** **VideoactV** **\$10/R5**
- ☒ **Virtual Vivid Sampler** **Vivid Inter** **\$10/R3**
An annoyance to collectors, packaging-wise. Don't bother looking for a CD cover or long box. The CD was originally sold shrink-wrapped in a generic CD case. Cheap bastards! All titles by porn producer Vivid Interactive are considered "adult".
- ☒ **Woody Woodpecker & Friends Vol. 1** **MCA Home Video** **\$60/R8**
As much as we love Woody AND his friends, we did not love trying to find these three elusive discs. Each is simply 26 minutes of animated video, four shorts on each. Good luck with these! Released 1994. #20008.
- ☒ **Woody Woodpecker & Friends Vol. 2** **MCA Home Video** **\$60/R8**
Three more Woody cartoons. Released 1994. #20009.
- ☒ **Woody Woodpecker & Friends Vol. 3** **MCA Home Video** **\$60/R8**
Three more Woody cartoons. Released 1994. #20010.
- Total # of items in this section: **41**
- Total # of items in all: **291**

Processor: ARM60 (32-bit)
Processor Speed: 12.5 MHz
Resolution: 640 x 480
Colors: 16.7 million
Colors on screen: 256
Max sprites: 9-16 million REAL pixels per second
RAM: 2Mb
Video RAM: 1 Mb
Game Media: Compact Disc; in addition to 3DO games it plays audio CD's, CD+G and photo CD's. It can also play VCD's with an MPEG attachment.

Games are compatible across countries. No lockouts.

HISTORICAL NOTES

Launched in the USA 1993. Original retail price: \$699.99.

TECHNICAL NOTES



It was the early 1990's. The once successful Commodore Business Machines was struggling to say the least. In the US, their line of Amiga computers was overshadowed by IBM and Apple. In 1991 they tried to jump on the multimedia bandwagon with their CDTV and, like the CD-I and other multimedia systems, it failed miserably. Probably they were thinking back to the Commodore 64's popularity among gamers when they decided to release a video game console based on their Amiga 1200 computer. In July 1993, the Amiga CD32 was released to the European public. After meeting with moderate success there, Commodore released the CD32 in the US and Canada in September 1993.



At the time, it really was a revolutionary machine.

It was being advertised as the world's first 32-bit console. This wasn't entirely true, since the FM Towns Marty had been released in Japan two years before, but it was the first time a 32-bit console had been released in the US. The CD32 maintained some of the multimedia aspect of the CDTV, by being able to play music CDs, CD+G and karaoke discs, while keeping true to its function as a game console. Add-ons allowed you to watch video CD's and even turn it into a fully capable Amiga 1200 computer.

Despite the potential of the CD32, American consumers weren't interested in buying expensive peripherals. Also, most of the games released for it were simply ports of Amiga computer games. Or perhaps it was the fact that it focused on 2D graphics at a time when 3D was the latest thing. Whatever the reason, the system was almost completely ignored. In April 1994, Commodore announced it was going out of business and the life of the CD32 was cut short.

Even among collectors today the CD32 is largely overlooked. Though it is very difficult to find anything related to the system, most games remain very low priced due the lack of demand for them. There is also a large and varied selection of games, which is impressive for a relatively unknown system with such a short lifespan. Aside from nearly 200 CD32 releases, the system is compatible with almost all CDTV titles. With the promodule expansion, you gain the ability to play all Amiga CD games. Add a standard Amiga floppy disk drive to that, and you have access to thousands of Amiga disk games. In addition, both NTSC and PAL consoles have the ability to switch between NTSC and PAL mode, thus expanding the library to include games from all regions.

While the best the games for the system are just ports of Amiga computer games, the simplicity of having them available on a CD-based console makes the CD32 essential for Amiga fans. Some of the CD32 versions are also enhanced over their Amiga counterparts (**Beneath a Steel Sky**, **Gunship 2000**), typically with improved graphics and/or sound. The CD32 also has its share of exclusive titles though the majority of them are mediocre at best. Despite this, the initial investment to get the console is well worth it given the selection of games, plus you get to enjoy the challenge of hunting down hard to find titles without hurting your wallet.

- Keir Manchester-Howell

Section written and maintained by Keir Manchester-Howell.
 Edited by Joe Santulli.

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete".

U.S. Game Releases

USA

❑ **Akira** Neo \$20/R5

Based on the anime film of the same name. Collector's edition includes Akira T-shirt. Available in big box packaging. Released 1994.

❑ **Alfred Chicken** Mindscape \$4/R4

Released 1993.

❑ **Alien Breed** Team 17 \$10/R7

A port of the game that started the popular Alien Breed series on the Amiga in 1991. Shooter/360 Degrees.

❑ **Alien Breed 3D** Team 17 \$5/R5

The Alien Breed series changed dramatically with its fourth installment which uses a first-person rather than an overhead perspective. The series continued on the Amiga with Alien Breed 3D 2: The Killing Grounds. Available in big box packaging. Shooter/First-Person Shooter.

❑ **Alien Breed Special Edition/Qwak** Team 17 \$8/R5

a.k.a. **Alien Breed SE '92**

Alien Breed Special Edition is a remake of the original Alien Breed game with added levels and features. The CD32 version also includes the game Qwak. Miscellaneous/Compilation. Released 1993.

❑ **Alien Breed: Tower Assault** Team 17 \$8/R6

This, the third game in the Alien Breed series, also includes Alien Breed II: The Horror Continues. Shooter/360 Degrees.

❑ **All Terrain Racing** Team 17 \$10/R7

a.k.a. **ATR**

Available in big box packaging.

❑ **Arabian Nights** Buzz \$3/R4

Action/Platform/Scrolling Screen. Released 1994.

❑ **Arcade Pool** Team 17 \$5/R3

Traditional/Parlor Games.

❑ **Banshee** Core Design \$6/R5

Shooter/Vertical Scrolling. Released 1994.

❑ **Base Jumpers** Rasputin \$5/R7

Up to four people can play simultaneously by sharing two controllers (one person uses the d-pad and another uses the buttons). Action/Platform/Scrolling Screen. Released 1995.

❑ **Battle Chess** Interplay \$10/R5

Original game designed by Michael Quarles, Jay Patel, and Tropy P. Worrell. Traditional/Board Game.

❑ **Battletoads** Mindscape \$5/R4

Developed by Rare. Action/Platform/Scrolling Screen. Released 1994.

❑ **Beavers** Unique \$8/R7

Action/Platform/Scrolling Screen.

❑ **Beneath a Steel Sky** Virgin \$10/R6

Developed by Revolution Software. Puzzle/Point & Click. Released 1994.

❑ **Benefactor** Psygnosis \$6/R6

Developed by Digital Illusions. Action/Platform/Scrolling Screen. Released 1994.

❑ **Big 6, The** Codemasters \$25/R8

a.k.a. **The Dizzy Collection**

Compilation of all 6 Dizzy Adventure games: Crystal Kingdom Dizzy, Fantastic Dizzy, Magicland Dizzy, Spellbound Dizzy, Treasure Island Dizzy and Prince of the Yolkfolk. Action/Platform/Scrolling Screen. Released 1994.

❑ **Black Viper** Neo \$9/R7

❑ **Brian the Lion** Psygnosis \$10/R5

Developed by Reflections. Released for both the Amiga 500 and 1200. One expects CD32 ports to have improved graphics and sound, but this goes the extra mile and adds more levels and a new puzzle mode. Action/Platform/Scrolling Screen. Released 1994.

❑ **Brutal Football** Millennium \$2/R2

a.k.a. **Brutal Sports Football**

Sports/Football.

❑ **Brutal: Paws of Fury** GameTek \$15/R8

Available in big box packaging.

❑ **Bubba 'N' Stix** Core Design \$6/R5

A very imaginative platformer with lots of interesting puzzles to solve. You control Bubba who can use his friend Stix (an animated stick) to affect various obstacles in the game. The cartoon style graphics are not spectacular but are full of clever details. Action/Platform/Scrolling Screen. Released 1994. #CD03297.

❑ **Bubble and Squeak** Audiogenic \$5/R6

Action/Platform/Scrolling Screen. Released 1994.

❑ **Bump 'N' Burn** Grand Slam Inter \$7/R5

Released 1994.

❑ **Cannon Fodder** Virgin \$9/R4

Developed by Sensible Software. Full FMV intro, without the need for the module. Simulation/Real-Time Strategy. Released 1993.

❑ **Castles II: Siege & Conquest** Interplay \$10/R5

Released 1993.

❑ **Chambers of Shaolin** Grand Slam Inter \$20/R8

Developed by Thalim. The training mode that lets you boost your fighting stats had a lot of potential but the poor control makes it frustrating. Originally programmed on the Atari ST in 1989. Released 1993.

❑ **Chaos Engine, The** Renegade \$2/R2

Developed by Bitmap Brothers. Shooter/360 Degrees. Released 1994.

❑ **Chuck Rock** Core Design \$9/R5

If the idea of being pooped on by a dinosaur is funny to you, you might enjoy this platformer. Action/Platform/Scrolling Screen. Released 1994.

❑ **Chuck Rock 2: Son of Chuck** Core Design \$5/R6

Action/Platform/Scrolling Screen. Released 1994.

❑ **Classic Lotus Trilogy, The** Gremlin \$3/R4

Includes three racing games originally released for the Amiga 500 computer: Lotus Esprit Turbo Challenge, Lotus Turbo Challenge 2 and Lotus 3: The Ultimate Challenge. Released 1994.

❑ **Clockwiser** Rasputin \$3/R5

☐ Clue, The a.k.a. Der Clou! (Germany)	Neo	\$8/R5	☐ FIFA International Soccer	Electronic Arts	\$2/R2
			Sports/Soccer. Released 1994.		
☐ D/Generation	Mindscape	\$8/R5	☐ Fightin' Spirit	Neo	\$8/R6
Released 1993.			Released 1997.		
☐ Dangerous Streets	Flair Software	\$5/R5	☐ Final Gate, The	Bigg Wolf	\$15/R2
☐ Dangerous Streets/Wing Commander	Flair Software	\$5/R5	Developed by Alternative Software. This is an FMV game, though it does not require the FMV module (probably because it only uses one quarter of the screen). Currently being produced and sold by Bigg Wolf who purchased the license from Alternative Software. Shooter/First-Person Vehicle Shooter. Released 1995.		
Miscellaneous/Compilation.			☐ Fire & Ice: The Daring Adventures of Cool Coyote	Renegade	\$8/R5
☐ Darkseed	Cyberdreams	\$10/R8	Developed by Graftgold. Action/Platform/Scrolling Screen. Released 1994.		
A graphical adventure inspired by the art work of H.R. Giger. Released 1993.			☐ Fire Force	Ice	\$3/R5
☐ Death Mask	Alternative	\$6/R6	Released 1993.		
A really terrible first-person shooter. Shooter/First-Person Shooter.			☐ Flink	Psygnosis	\$15/R5
☐ Deep Core	Ice	\$5/R5	a.k.a. The Misadventures of Flink		
Released 1993.			One of only a few games which were not also released for Amiga computers, though it is available for other game systems. Action/Platform/Scrolling Screen. Released 1994.		
☐ Defender of the Crown 2	Cinemaware	\$18/R4	☐ Fly Harder	Buzz	\$20/R8
Not actually a sequel to the classic adventure game but a remake with graphic and audio enhancements. This was originally intended for release on the CDTV and is therefore CDTV compatible. Released 1993.			☐ Frontier: Elite II	GameTek	\$15/R4
☐ Dennis	Ocean	\$5/R5	Sequel to the classic computer game Elite. Released 1994.		
Based on the live action Dennis the Menace movie which was based on the Dennis the Menace comic strip. Released 1993.			☐ Fury of the Furries	Mindscape	\$5/R6
☐ Diggers	Millennium	\$5/R5	Developed by Kalisto. Mind-bending platformer in the vein of Lost Vikings. Switch between 4 different "furries" and use their unique special powers to solve puzzles. Action/Platform/Scrolling Screen. Released 1994.		
Often compared to Lemmings, though the similarities are mostly superficial. Diggers actually plays more like a resource management/strategy type of game. Very slow moving. It isn't a bad game and it certainly has its fans, but it was a poor choice as a showcase for the system. Much harder to find on its own than split with Oscar. Released 1993.			☐ Gamers Delight	GTI	\$15/R5
☐ Diggers/Oscar	Millennium	\$2/R2	Collection of 40 Amiga games by Schatztruhe. A combination of action, puzzle, strategy, platform and even 3 card games. Compatible with CDTV and Amiga computers. Miscellaneous/Compilation. Released 1994.		
Contains the games Diggers and Oscar on a single disc. Miscellaneous/Compilation. LANDMARK: Included as a pack-in with some systems. Released 1993.			☐ Global Effect	Millennium	\$3/R2
☐ Disposable Hero	Gremlin	\$8/R5	Packaged with a helpful fold-out reference sheet. A civilization building simulation game with an environmental message. Simulation/Resource Management. Released 1994. #CDD3342.		
Developed by Euphoria. Side-scrolling shooter. Released 1994.			☐ Gloom	Black Magic	\$5/R4
☐ Donk! The Samurai Duck	Supervision	\$3/R7	Shooter/First-Person Shooter. Released 1995.		
Released 1993.			☐ Grandslam Gamer Gold Collection	Grandslam Inter	\$4/R4
☐ Dragonstone	Core Design	\$5/R4	Includes the games Bump 'N' Burn, Nick Faldo's Championship Golf and Jetstrike. Miscellaneous/Compilation. Released 1995.		
Released 1994.			☐ Guardian	Acid Software	\$3/R3
☐ Emerald Mines	Almathera	\$8/R5	The primitive 3D graphics are very dated but still it's still fun to play for a little while at least. Shooter/Third-Person Shooter. Released 1994.		
A Boulder Dash clone which was originally released on floppy for Amiga computers by Kingsoft in 1987. The CD contains the original levels as well as levels from its successors Emerald Mine II and III. Amiga users from all over the world created levels using the level editor included with Emerald Mine II and contributed them to this CD, bringing the total number of levels to over 10,000. Also compatible with some Amiga computers. Action/Maze Collect. BOX DESCRIPTION: "WARNING: This game is ADDICTIVE! Almathera cannot be held responsible for loss of sleep, hair or sanity caused by playing Emerald Mines!" Released 1994.			☐ Gulp!	Ice	\$7/R5
☐ Exile	Audiogenic	\$5/R5	A Lemmings clone featuring fish. Much harder than Lemmings. Puzzle/Logic. Released 1994.		
Available in big box packaging. Released 1995.			☐ Gunship 2000	Microprose	\$7/R5
☐ Fears	Manyk	\$8/R4	A 3D helicopter flight simulator. Packaged in a long gatefold box. Released 1994.		
☐ Fields of Glory	Microprose	\$5/R4	☐ Heimdall 2	Core Design	\$15/R4
Available in big box packaging. Released 1994.			a.k.a. Into the Hall of Worlds		

Developed by The 8th Day. Sequel to the Amiga 500 game Heimdall. Released 1994.

- Heroquest II: Legacy of Sorasil** Gremlin \$50/R7
Released 1994.
- Humans III: Evolution Lost in Time** GameTek \$20/R8
Released 1996.
- Humans, The a.k.a. Humans 1 and 2** GameTek \$5/R7
Released 1994.
- Impossible Mission 2025: The Special Edition** Microprose \$5/R3
The third game in the series, and surprisingly faithful to the first two which were released for the Commodore 64. You can also play the original Impossible Mission game which is not included on the Amiga version, hence this is "The Special Edition". Action/Platform/Scrolling Screen. Released 1994.
- International Karate + a.k.a. IK+** System 3 \$3/R4
A great soundtrack by Rob Hubbard is probably the only reason to play this mediocre fighting game. Released 1994.
- James Pond 2: Robocod** Millennium \$4/R3
Enhanced graphics and sound over the Amiga version. Action/Platform/Scrolling Screen. Released 1993.
- James Pond 3: Operation Starfish** Millennium \$8/R5
The third game in the James Pond series features the aquatic hero in space. Packaged with a "free!" FiSh Secret Agent pack. We have no idea why the "s" in fish is replaced with a number 5 or what's in the secret agent pack. Action/Platform/Scrolling Screen. Released 1994.
- Jetstrike CD32** Rasputin \$12/R7
Released 1994.
- John Barnes European Football** Buzz \$2/R2
Yet another soccer game for the CD32. Weren't trying very hard to appeal to American audiences were they? Sports/Soccer.
- Jungle Strike** Ocean \$7/R5
- Kang Fu** Greed \$8/R4
Compatible with the CD32 as well as the Amiga 1200 and 4000 computers. Released 1996.
- Kid Chaos** Ocean \$6/R7
- Kingpin Arcade Sports Bowling** Team 17 \$4/R6
Available in big box packaging. Sports/Bowling. Released 1995.
- Labyrinth of Time, The** Electronic Arts \$15/R4
Developed by Terra Nova. Puzzle/Point & Click. Released 1993.
- Lamborghini American Challenge** Titus \$6/R4
- Last Ninja 3** System 3 \$15/R5
Released 1994.
- Legends** Manyk \$15/R7
Available in big box packaging. Released 1996.
- Lemmings** Psygnosis \$5/R3
Developed by DMA Design. Puzzle/Logic.

- Liberation: Captive II** Mindscape \$4/R4
After an amazing introduction the game itself can only disappoint. There may be a good game here, but you will have to get past the ugly graphics and somewhat overwhelming interface first. Role-Playing/First-Person RPG. Released 1993.
- Litil Divil** Gremlin \$6/R6
Released 1993.
- Lost Vikings, The** Interplay \$10/R7
Action/Platform/Scrolling Screen.
- Manchester United** Krisalis \$5/R5
Yet another football (soccer) game. Available in big box packaging. Sports/Soccer.
- Marvin's Marvellous Adventure** 21st Century \$3/R5
Cute platformer with a catchy soundtrack. Not much challenge here, making this a good game for kids. Available in big box packaging. Action/Platform/Scrolling Screen.
- Mean Arenas** Ice \$4/R4
Even in 1994, game companies continue to copy Pac-Man. Action/Maze Collect. Released 1994.
- Microcosm** Psygnosis \$3/R2
Released 1994.
- Morph** Millennium \$4/R5
Released 1993.
- Myth: History in the Making** System 3 \$10/R7
It's probably good that you die quickly in this game, since it spares you from having to play it for very long. Action/Platform/Scrolling Screen. Released 1994.
- Naughty Ones** Interactivision \$2/R6
Action/Platform/Fixed Screen.
- Nick Faldo's Championship Golf** Grandslam Inter \$2/R2
a.k.a. Nick Faldo's Golf Sports/Golf. Released 1995.
- Nigel Mansell's World Championship Racing** Gremlin \$2/R2
Released 1993.
- Oscar** Flair Software \$2/R3
Action/Platform/Scrolling Screen. Released 1993.
- Overkill/Lunar-C** Mindscape \$5/R7
A straight port of the Amiga game Overkill paired with the Gradius clone Lunar-C. Lunar-C was never released as a separate game. Miscellaneous/Compilation. Released 1993.
- PGA European Tour Golf** Ocean \$2/R5
Sports/Golf.
- Pierre le Chef Is... Out to Lunch** Mindscape \$8/R6
a.k.a. Out to Lunch
I imagine if you crossed BurgerTime with Mario Brothers you would get something like this. Action/Platform/Scrolling Screen. Released 1993.
- Pinball Fantasies** 21st Century \$7/R5
Developed by Digital Illusions. Digital Illusions' second Amiga pinball game but the first to appear on the CD32. Includes four tables to choose from. Traditional/Video Pinball. Released 1993.
- Pinball Illusions** 21st Century \$10/R6

Developed by Digital Illusions. Digital Illusions' third Amiga pinball game but only the second to appear on the CD32. Similar to Pinball Fantasies but with three tables: Law N Justice, Babewatch and Extreme Sports. Available in big box packaging. Traditional/Video Pinball. Released 1994.

- ☐ **Pinball Prelude** **Effigy Software** **\$15/R7**
Multi-platform CD-Rom compatible with PC, Amiga and Amiga CD32. Pinball game with 3 tables: Past, Present and Future. This game breaks the rules of traditional pinball by including such features as mini-games and ball physics which change in mid-game. Traditional/Video Pinball.
- ☐ **Pirates! Gold** **Microprose** **\$15/R4**
Enhanced graphics and sound, but otherwise the same as the classic Pirates! Released 1993.
- ☐ **Power Drive** **US Gold** **\$8/R6**
Developed by Rage Software.
- ☐ **Premiere** **Core Design** **\$6/R6**
Released 1994.
- ☐ **Prey: Alien Encounter** **Almathera** **\$8/R6**
- ☐ **Project X/F17 Challenge** **Team 17** **\$3/R4**
A horizontal shooter and a racing game on one CD. Both are ported from the Amiga (with little or no enhancements.) Miscellaneous/Compilation. Released 1994. #CDD3499.
- ☐ **Quik the Thunder Rabbit** **Titus/Paragon** **\$7/R5**
Released as an Amiga CD32 magazine cover disk. Action/Platform/Scrolling Screen. Released 1994.
- ☐ **Rise of the Robots** **Time Warner** **\$2/R3**
Developed by Mirage Tech. Released on seemingly every system of its era, and who knows why. Fighting/Tournament Style. Released 1994.
- ☐ **Roadkill** **Acid Software** **\$4/R4**
Developed by Vision. Released 1994. #CDD4971.
- ☐ **Ryder Cup, The** **Ocean** **\$3/R3**
Sports/Golf. Released 1994.
- ☐ **Sabre Team** **Krisalis** **\$6/R5**
Released 1994. #CDD3777.
- ☐ **Seek & Destroy** **Mindscape** **\$5/R7**
- ☐ **Sensible Soccer** **Sensible Soft** **\$3/R4**
Considered to be one of the best soccer games on the system. Sports/Soccer. Released 1994.
- ☐ **Sensible Soccer European Champions** **Sensible Soft** **\$6/R4**
a.k.a. International Sensible Soccer
Basically the same as Sensible Soccer but with teams from outside of the UK. Sports/Soccer.
- ☐ **Seven Gates of Jambala, The** **Thalion** **\$7/R7**
Released 1993.
- ☐ **Shadow Fighter** **Gremlin** **\$4/R5**
Released 1995. #CDD5693.
- ☐ **Simon the Sorcerer** **Adventure Soft** **\$7/R2**
Improved over the Amiga floppy disk version with the addition of voice. Puzzle/Point & Click. #CDD4166.
- ☐ **Skeleton Krew** **Core Design** **\$4/R5**
Released 1995.
- ☐ **Sleepwalker** **Ocean** **\$5/R6**

Available in big box packaging. Action/Platform/Scrolling Screen.

- ☐ **Sleepwalker/Pinball Fantasies** **Commodore** **\$4/R2**
Developed by Ocean/21st Century. Contains the games Sleepwalker and Pinball Fantasies on a single disk. Miscellaneous/Compilation. LANDMARK: Included as a pack-in with the initial 1993 North American console release. Released 1993.
- ☐ **Soccer Kid** **Krisalis** **\$5/R5**
Action/Platform/Scrolling Screen. Released 1994.
- ☐ **Soccer Superstars** **Flair Software** **\$5/R6**
A soccer game licensed by soccer ball manufacturer Mitre. Sports/Soccer.
- ☐ **Speedball 2** **Renegade** **\$5/R6**
- ☐ **Speris Legacy, The** **Ocean** **\$10/R4**
Developed by Binary Emotions/Team 17. Adventure game in the vein of The Legend of Zelda. Packaged in a big box with code booklet for copy protection. Released 1995.
- ☐ **Sports Football** **Commodore** **\$2/R2**
Developed by Plattsoft. Sports/Football. Released 1993.
- ☐ **Striker** **Elite** **\$2/R3**
Sports/Soccer. Released 1994.
- ☐ **Strip Pot** **Guildhall** **\$3/R3**
Developed by Pixel-Blue. Contains adult themes. Traditional/Casino Game. Released 1994.
- ☐ **Sub War 2050** **Microprose** **\$5/R5**
Simulation/Sea Vehicle Combat.
- ☐ **Summer Olympics** **Flair Software** **\$4/R5**
Humorous sports simulation which includes these events: boxing, long jump, swimming, javelin, kayak racing, skeet shooting, archery and 100 meter sprint. Play against the computer or a second player. Sports/Multi-Sports. #CDD3207.
- ☐ **Super League Manager** **Audiogenic** **\$8/R7**
Sports/Soccer.
- ☐ **Super Methane Bros** **Apache Software** **\$5/R6**
A fun Bubble Bobble clone. Action/Platform/Fixed Screen. Released 1994.
- ☐ **Super Putty** **System 3** **\$7/R5**
A fun and different sort of platform game. Ported directly from the Amiga computer game "Putty" (aka "Silly Putty"). Action/Platform/Scrolling Screen. Released 1994.
- ☐ **Super Skidmarks** **Acid Software** **\$6/R5**
Released 1995.
- ☐ **Super Stardust** **Team 17** **\$25/R6**
Shooter/360 Degrees. Released 1994.
- ☐ **Super Street Fighter II Turbo GameTek** **\$40/R9**
Developed by Capcom. Fighting/Tournament Style.
- ☐ **Superfrog** **Team 17** **\$8/R4**
This game reminds us of the old Apogee PC platform games, but for some reason we find this much more enjoyable. Action/Platform/Scrolling Screen. Released 1994. #CDD4979.
- ☐ **Surf Ninjas** **Flair Software** **\$5/R6**
Released 1995.
- ☐ **Syndicate** **Bullfrog** **\$5/R5**
Simulation/Real-Time Strategy. Released 1995.

☐ Theme Park	Bullfrog	\$5/R5
Released 1995.		
☐ Thomas the Tank Engine & Friends Pinball	Alternative	\$10/R8
Developed by Spidersoft. Traditional/Video Pinball. Released 1996.		
☐ Top Gear 2	Gremlin	\$10/R7
Released 1994. #CDD4777.		
☐ Total Carnage	Ice	\$4/R2
Based on the 1991 Midway coin-op. Released 1994. #CDD3489.		
☐ Trivial Pursuit	Domark	\$5/R6
A CD version of the popular board game. Traditional/Board Game. Released 1994.		
☐ Trolls	Flair Software	\$8/R5
Based on the line of toys. Not as lame as it sounds, but the bright detailed graphics will have you wondering what is background and what is a platform, what is harmful to your Troll and what were the designers smoking? Action/Platform/Scrolling Screen. #CDD2771.		
☐ UFO: Enemy Unknown	Microprose	\$4/R3
☐ Ultimate Body Blows	Team 17	\$5/R4
Combining the Amiga computer games Body Blows and Body Blows Galactic with enhanced graphics and sound make this game "Ultimate". Ultimately, though, it's still a bad fighter with boring characters and flickering sprites. Fighting/Tournament Style.		
☐ Universe	Core Design	\$15/R8
#CDD4533.		
☐ Vital Light	Millennium	\$2/R4
Shoot falling blocks to change their color and make them disappear. Puzzle/Action. Released 1994.		
☐ Wembley International Soccer	Audiogenic	\$2/R3
Sports/Soccer.		
☐ Wendetta 2175	Skills	\$9/R6
Developed by Vortex Design. Released as a multi-platform CD compatible with Amiga 1200, 4000 and CD32 systems. Shooter/360 Degrees. Released 1996.		
☐ Whale's Voyage	Flair Software	\$3/R5
Developed by Neo. #CDD2737.		
☐ Whizz	Flair Software	\$5/R5
☐ Wild Cup Soccer	Millennium	\$2/R3
Sports/Soccer. Released 1994.		
☐ Worms	Team 17	\$10/R5
Released 1995.		
☐ Your Privacy Assured	Dark Unicorn	\$3/R5
Contains adult themes.		
☐ Zool 2: He's Back...	Gremlin	\$8/R4
Not much different from the first Zool game, except you can play with either of 2 characters. But they're basically the same too. Action/Platform/Scrolling Screen. Released 1993.		
☐ Zool: Ninja of the Nth Dimension	Gremlin	\$4/R2
Zool was meant to be the mascot for the Amiga CD32, and has even been compared to Sonic the Hedgehog. It's a colorful, fast-paced platformer to be sure, but it's no Sonic. Action/Platform/Scrolling Screen. Released 1993.		
Total # of items for this section: 160		

HARDWARE AND PERIPHERALS

☐ CD32 ProModule	Elsat	\$150/R7
Turns your ordinary CD32 into a fully functional Commodore Amiga 1200 computer with CD-ROM. Has all necessary ports for computer peripherals such as modems, printers, hard drives, etc.		
☐ CD32FSWI Expansion Module	Index Inf	\$60/R8
Expansion unit with a built-in 3.5" floppy disk drive that allows the CD32 to play most Amiga disk games.		
☐ Console, Amiga CD32	Commodore	\$80/R4
Released 1993.		
☐ Controller, Competition Pro	Honey Bee	\$8/R5
☐ Controller, Performance	Unknown	\$10/R5
☐ Controller, Standard	Commodore	\$6/R3
This controller was packaged with the console, but also sold separately in a plastic bag for \$29.95. It is notable in that its crescent shape curves away from the user, quite the opposite of other control pads of its time. Released 1993.		
☐ FMV Module	Commodore	\$100/R7
Allows the CD32 to play VCD's and MPEG video, and enhances certain games which contain FMV clips. About 100,000 of these were made.		
☐ SX-1 Expansion Module	Paravision	\$70/R5
Turns your ordinary CD32 into a fully functional Commodore Amiga 1200 computer with CD-ROM. Has all necessary ports for computer peripherals such as modems, printers, hard drives, etc.		
☐ SX3 Module	DCE	\$180/R7
Turns your ordinary CD32 into a fully functional Commodore Amiga 1200 computer with CD-ROM. Has all necessary ports for computer peripherals such as modems, printers, hard drives, etc.		
☐ TVI	Commodore	\$15/R7
Modem specifically made for online banking. Includes remote control, modem with infrared receiver, phone cord and line splitter. Attaches to the left side of the console.		
Total # of items for this section: 10		

DEMOS, SAMPLERS, & NON GAMES

☐ Demo Disc, The	Commodore	\$4/R5
This disc was sent to retailers for display purposes.		
☐ Grolier Electronic Encyclopedia, The	Commodore	\$3/R3
☐ Guinness Disc of Records: Second Edition, The	New Media	\$3/R3
☐ Insight: Dinosaurs	Commodore	\$5/R3
Developed by Optonica. Also compatible with CDTV.		
☐ Insight: Technology	Commodore	\$5/R3
Developed by Optonica. Also compatible with CDTV. Released 1993.		
☐ Video Creator	Almathera	\$10/R4
Total # of items for this section: 6		

Total # of items in all:

176

HISTORICAL NOTES

Launched in the USA 1993. Original retail price: \$399.99.

TECHNICAL NOTES

Processor: 68EC020 (32-bit)

Processor Speed: 14.32 Mhz

Resolution: 1280 x 400

Colors: 16.8 million

Colors on screen: 256,000

Memory: 2 Mb RAM

CD-ROM Drive: 2x speed

Sound: 4 channel, 8-bit stereo

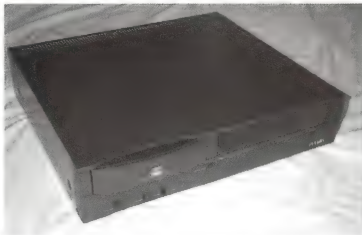
Game Media: Compact Disc

Nearly all PAL games will work on an NTSC system and vice versa. For best results simply output the video to a monitor (such as a Commodore 1084 or similar).



Compact Disc interactive abbreviated to CD-i was more than just another system to Philips. It was an evolution of the CD format, at a time when PC CD-ROM was in its infancy. The interactive entertainment market in the digital age was open for the taking, Philips answer to this call was CD-i.

Constant criticisms echo throughout the retrogaming community saying that CD-i is not a gaming system and shouldn't be treated as such, others that CD-i is an insignificant part of gaming history. For a system so shunned by the gaming community its surprising CD-i roots were firmly from the games industry, originating from collaboration between Nintendo, SONY and of course Philips to produce the maligned SNES CD. The exact details of this collaboration are less than clear with several accounts claiming the true reason of the split thus ending the SNES CD. However we do know for a fact that SONY developed the hardware for the system which evolved into the PlayStation. Philips developed the CD format which became CD-i and also walked away with the right to develop 4 Nintendo licensed games including **Zelda**, **Mario** and even a rumored **Donkey Kong**. At least this is the most propagated story about the origins of CD-i, but why would Philips stake such a large portion of their finances and reputation on an offshoot from a failed deal? It seems more likely that CD-i was in fact a much grander vision dated back from as early as the late 1970s with the Nintendo collaboration a simple extension of this idea. This seems a more logical explanation and does gain credence from various sources who worked closely with CD-i throughout its history. Also it would go some way to confirm rumors that the SNES CD would in some shape or form be cross compatible with Philips CD-i Systems.



Whatever the circumstances were introducing CD-i to the world it seems there will always be a little mystery surrounding the system probably owing to the format's obscurity as a retrogaming platform today. Adding to this is the bewildering array of CD-i players available with many iterations of the same model. From the lower spec 210s to the sophisticated third party Video Engine manufactured right through to the new millennium, the hardware has had an interesting history all of its own. Many of the earlier players lacked digital video required to playback special CD-i releases such as **Dragon's Lair** or **Mad Dog McCree** and VCD applications. Usually a separate digital video cartridge could be purchased and placed in the systems expansion slot to upgrade the system. To confuse matters the digital video cartridge came in two distinct variations the larger 22 ER9141 compatible with earlier models and the smaller 22 ER9956 used to upgrade later issues of CD-i players. Worthy of special mention were the feature rich portable players the most advanced was the 370. With a 5.6" LCD screen, NTSC/PAL switch a massive 32KB memory for save games and integrated digital video capabilities this device could perform as a portable VCD player in its own right. Unfortunately the high price tag made this system an exclusive to the professional market. Sony came out with their own unique and very stylish portable system called the IVO V11 and dubbed the "Intelligent Discman". Although fairly limited compared to the 370s features lacking digital video it still remains a highly desirable CD-i player.

Described by many employees as Philips University, Philips Media was the beating heart of CD-i completely intertwined with the hopes, aspirations and visions for the system, ultimately sharing the same fate. Although very stubborn, Philips Media eventually created its games division two years after the launch of CD-i following a committed push from key figures within the company. During its short lifespan Philips Media Games formed alliances and set up

studios dedicated to producing games not just for the CD-i but a multitude of formats. Some notable studios include CapDisc who did a magnificent job on the American Laser conversions of the **Mad Dog McCree** series. SPC Vision with **The Apprentice**, Philips POV and Voyeur the list could carry on but the games archive should speak for itself. As with any company there's ghosts in the closet and Philips Media was no stranger to this. It's only recently that controversial prototypes of a **Super Mario World** clone for CD-i **Super Mario's Wacky Worlds** have surfaced. Developed by Novalogic for Philips Media the similarities are shocking and although not a particularly playable game it serves as an excellent demo showcasing what many thought couldn't be achieved on CD-i. Even a 3D engine was created supporting a first person shooter from the **Atlantis** project, these hidden gems and more like **Jack Sprite** and **Plunderball** both enjoying republishing releases leads to the question what other secrets lurked within Philips Media. The full answer to that question may never be known since the intellectual material was bought by Infogrames now better known as Atari bringing an end to Philips Media brief but interesting history. Philips CD-i an unimportant blip on the retrogaming radar, an insignificant chapter in gaming history?

It's debatable whether Philips used these franchises to there maximum potential, apparently the agreement included a clause preventing any of the game play mechanics from Nintendo **Zelda** and **Mario** games being replicated into Philips games. The games were always going to be unfamiliar interpretations of these popular game franchises to the fan base, so the resulting reaction of disgust from the duel release of **Link: The Faces of Evil** and **Zelda: The Wand of Gamelon** both side scrolling platform adventures using voice acting over animated cut scenes was not a great surprise. All to often this detracts from the other two Nintendo licensed games including **Zelda** featuring in **Zelda's Adventure** and the only Mario game released for CD-i, **Hotel Mario**.

Not the most exciting aspect of a retrogaming system but the numerous variations on CD-i games retail packaging warrants an explanation, especially for the obsessive collectors. Early American releases typically came in a slim rectangular grey plastic box with a glossy cardboard sleeve. These were phased out and replaced by the regular CD jewel case contained in a cardboard outer sleeve.

Due to the nature of CD-i as a universal format cross contamination of regional releases is common place. Especially with later releases including **Atlantis: The Last Resort**, **The Last Bounty Hunter** and **Creature Shock** which were given a limited release in the states through the last distributor of CD-i pmpro, the games came in the original European packaging. This was usually just a CD jewel case, earlier European releases came in an elongated case with a flimsy plastic hinge mechanism invariably repaired with duck tape. The most uncommon form of European packaging found are the boxed games such as **The 7th Guest** and **Cluedo?**, like most PC based software of that time. The European releases also distributed in the states have been included in the main games listing with regional exclusive titles typically not making an appearance on US shores during the commercial tenure of CD-i residing in the separate Non-U.S. Game Releases list.

Visit "The Black Moon Project", a site dedicated to CD-i at <http://www.classicgaming.com/blackmoon/>

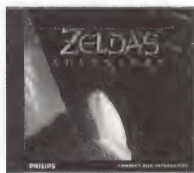
- Devin Shockwell



Burn Cycle



Hotel Mario



Zelda's Adventure

Section written and maintained by Devin Shockwell. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Rob Budrick, Black Moon Project forums, and CD-i Collective.

Game Release Notes: This system is priced as "complete" due to its relative newness. Complete games include the manual, CD case, inner artwork (which shows through the back of the CD case), and of course, the game itself. Many CD-i titles were packaged in longbox-style plastic cases, these cases also have a cardboard exterior sleeve that you can slip the plastic case into. Again, all of these items should be present in a truly complete item.

U.S. GAME RELEASES

USA

- 7th Guest, The** **Philips Media** **\$5/R2**
Designed by Benni Notorianni, Andy Fisher, Mark Burton, Joanna Elliott. Developed by Trilobyte. Port of the popular PC title, one of the more successful early multimedia games, the US release usually came with a second soundtrack CD. Puzzle/Point & Click. Digital Video Cartridge required. LANDMARK: The first interactive FMV game released on CD-i to show Philips commitment to strengthen it's games sector. EASTER EGGS: There is a hidden room select in the game. Access it by saving a game under the name "Badger". Bring the cursor to the corner to display the chattering teeth and press either button to bring up the room display. PERIODICALS: CDi magazine rated this game 90% (out of 100) June 1994 (Issue 6) Released 1993. #310690252-2.
- ABC Sports Presents Power Hitter** **Philips Media** **\$5/R2**
a.k.a. Batter Up
Developed by Fathom Pictures. Very strange baseball title where you're always the batter (the game features pitchers Dennis Eckersley and Dave Stewart), with your hit results shown using full motion video. A revised version of the game was released in 1993 with identical gameplay just updated tables and statistics. Sports/Baseball. Released 1992. #310690081-2.
- ABC Sports Presents The Palm Springs Open** **Philips Media** **\$5/R2**
Developed by Fathom Pictures. From the same makers as Power Hitter and using very similar game mechanics, with live action sequences making up the main bulk of the game. A running commentary on every shot lets you know how your doing, select your clubs take aim decide on a hook or slice then fire away like it says on the package "It's as real as the game itself". Well they are using real actors at least!! Sports/Golf. PERIODICALS: CDi magazine rated this game an 8 (out of 10) August 1993 (Issue 1) Released 1991. #310690013-2.
- Accelerator** **Philips Media** **\$20/R4**
Developed by SPC Vision. The closest comparison which also featured on CD-i is Micro Machines only with SPC's unique style of design. Often dubbed The Vision Factory, SPC Vision really shone on CD-i with the games always being colorful and well rounded releases. Hardly revolutionary but a welcome addition to a limited CD-i games catalogue. The games CD also featured 8 music tracks which played throughout the game and could also be played on a regular Audio-CD player. European style packaging (see preface). Racing/Miscellaneous Racing. Released 1997. #810 1700.
- Alice in Wonderland** **Philips Media** **\$5/R2**
Developed by Spinnaker. An interactive adventure game with Alice as the title hints, yes you guessed it, in wonderland. All the characters are featured including the Mad Hatter, the Cheshire Cat and the Queen of Spades as clay models, some are even animated

to terrifying effect. Action/2D Adventure. Released 1992. #310690065-2.

- Alien Gate** **Philips Media** **\$5/R2**
Developed by SPC Vision. A simple vertical shooter with a style typical of SPC Vision. This game featured 14 enemies and 25 unique levels of play with the very odd ship you control which appeared to have a pair of hands and feet extending from the vessel. You could hardly fault SPC for use of original game characters, all be it a ship. Shooter/Vertical Scrolling. PERIODICALS: CDi magazine rated this game a 4 (out of 10) August 1993 (Issue 1) Released 1993. #310690271-2.
- Apprentice, The** **Philips Media** **\$5/R2**
Developed by SPC Vision. The defining platform game for CD-i, featuring a cutesy wizard Marvin as the Apprentice in a wildly colorful environment. The addition of a DVC allowed extra sound effects to play during the game and is certainly one of the more audio rich games you'd experience on CD-i. It's one of those games that if played for too long guarantees the theme tunes get stuck in your head for the rest of the day. Defying the usual mechanic of side scrolling fair for a platform game this one goes up and down similar in style to Silly Putty with the same slapstick sense of humor running throughout the game with funny animations. Action/Platform/Scrolling Screen. Digital Video Cartridge optional. Released 1994. #310690167-2.
- Arcade Classics** **Philips Media** **\$10/R3**
Developed by Namco. Here's your Namco Museum disc for CD-i, but with just three titles: Ms. Pac-Man, Galaga, and Galaxian. European style packaging (see preface). Miscellaneous/Compilation. Released 1996. #810 0329.
- Asterix: Caesar's Challenge** **Philips Media** **\$5/R2**
Developed by Infogrames. Played around a board game either against the CD-i or other "human" players your aim is to collect souvenirs with which to defeat Caesar. Your number of moves on the board is dictated by a roll of the electronic dice and where you land can reveal a puzzle or a multiple answer question. European style packaging (see preface). Traditional/Board Game. PERIODICALS: CDi magazine rated this game a 4 (out of 5) June 1995 (Issue 12) Released 1995. #810 0198.
- Atlantis: The Last Resort** **Philips Media** **\$10/R4**
Developed by ADS. Something of an unexpected and very late treat to CD-i gamers who still clung to the system. This was a DOOM clone on the humble CD-i, something which was never expected from the system. The design is simplistic compared to its older brother and the storyline illustrated by Digital Video cut scenes are disjointed, not leaving you any wiser as to the overall aim of the game. However this was a new experience to CD-i and was a hoot to blast away the enemy scum even if you didn't know what the hell was going on!! The game also allowed you to swap the game CD for an audio CD through the menu system, a strange but excellent addition to the overall experience. An interesting game at worst and a marvel of programming at best, it's worth further investigation. European style packaging (see preface). Shooter/First-Person Shooter. Digital Video Cartridge required. LANDMARK: The 3D engine which took Philips Redhill research labs a year to fully develop was in fact a by product of a debugging system. Whilst using the system the development team found a novel way to use the CD-i architecture and produce real-time 3D. Atlantis was a symbolic name for this discovery, of perhaps something that was lost deep down in the architecture. Very impressive for a machine with no custom 3D chips. EASTER EGGS: To get into cheat mode, bring the cursor to the upper left corner and press buttons 1, 2, 2, 1. After selecting a difficulty level the cheat menu will appear. Released 1997. #811 0071.
- Axis & Allies** **Philips Media** **\$5/R2**

Developed by CapDisc. Based on the popular Milton Bradley board game. Simulation/Turn-based War/RPG Game. PERIODICALS: CDI magazine rated this game 82% (out of 100) August 1996 (Issue 19) Released 1994. #310690276-2.

- ☐ **Backgammon** Philips Media \$5/R2
Developed by CapDisc. CD-i version of the very same board game. Traditional/Board Game. Released 1991. #310690039-2.

- ☐ **Battleship** Philips Media \$5/R2
Developed by CapDisc. One thing for sure the CD-i was spoilt for choice when it came to board game conversions and Battleship was no exception. Listen carefully and you'll hear voice overs in the game courtesy of John Gray the then president of CapDisc. Traditional/Board Game. Released 1991. #310690033-2.

- ☐ **Braindead 13: Starring Fritz** Philips Media \$20/R3
Developed by ICDI. This game gave a well deserved shot in the arm to the tired genre which was created by Dragon's Lair. With multiple lives and multiple ways to die it was very entertaining and played towards CD-i visual strengths. European style packaging (see preface). Action/Full-Motion Video (Animated). Digital Video Cartridge required. Released 1997. #810 0309.

- ☐ **Burn:Cycle** Philips Media \$5/R2 +
a.k.a. Logic Bomb
Developed by Tripmedia. Metaphorically speaking, this game was the poster child for the CD-i system. Nintendo had Mario, Sega had Sonic and Philips had this guy who looked like he was constipated. You play the role of Sol Cutter a data thief who inadvertently downloads the Burn:Cycle virus into his head, you have two hours before your brain turns to jelly. Besides the amazing visuals for a base case title not requiring DVC the game came with a thumping soundtrack created by Simon Boswell keeping close to the techno theme of the game. This title was flogged to death on CD-i the world over, bundled with various systems and advertised like there was no tomorrow it certainly made an impact on gamers. The European version of this game came in a luminous green embossed jewel case, with a separate mission brief pamphlet and soundtrack CD as standard. The US version was no slouch either, a limited batch of releases came with a second soundtrack CD and the outer sleeve reminding you the "Burn:Cycle is now Activated - you have 2 hours". Puzzle/Point & Click. LANDMARK: Burn:Cycle was a dream come true for Philips, finally they had an action packed game to target mature gamers, leaving behind CD-i's infancy and probably its innocence. EASTER EGGS: To view all of the FMV sequences in the game, just save your game as "JOHN_WHO". PERIODICALS: CDI magazine rated this game 95% (out of 100) October 1994 (Issue 8) Released 1994. #310690145-2.

- ☐ **Caesar's World of Boxing** Philips Media \$5/R2
Developed by Philips POV. All Digital Video sequences were shot on location at Caesar's Palace in Las Vegas for that authentic taste to the title. It's a fairly rounded release as well with career mode and a fight exhibition option to get in the thick of the action straight off. Sports/Boxing. Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 89% (out of 100) December 1993 (Issue 3) Released 1993. #310690186-2.

- ☐ **Caesar's World of Gambling** Philips Media \$5/R2
Developed by CD-i Systems. As the title suggests this game is set in Caesar's Palace where you can play various casino games including Craps, Slots, Blackjack, Roulette and Video Poker. Traditional/Casino Game. Released 1990. #310690027-2.

- ☐ **CD Shoot** Philips Media \$5/R2
Developed by Eaglevision. Shooter/Target Shooting "Gun Games". Released 1992. #310690270-2.

- ☐ **Chaos Control** Philips Media \$5/R2

Developed by Infogrames. The on the rail game that enjoyed multiple format releases from the French based Infogrames was well received on the CD-i, probably more due to lack of action games than the game play value represented by the title. Shooter/Target Shooting "Gun Games". Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 90% (out of 100) December 1994 (Issue 9) Released 1995. #310690137-2.

- ☐ **Clue** Philips Media \$5/R2
a.k.a. Cluedo? (European Release)

Developed by 3T Productions. A board game conversion with more thought than previous attempts, the game featured Digital Video footage using well known actors from the UK and was quite a large budgeted game from 3T productions which shows in the polished final product. Featuring multiple stories and varied plot lines the game will always be a different playing experience each time around, alleviating fears that it would be the same murder scene again and again! Traditional/Board Game. Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 90% (out of 100) December 1994 (Issue 9) Released 1994. #310690206-2.

- ☐ **Clue: The Mysteries Continue** Philips Media \$5/R2
a.k.a. Cluedo? 2: The Mysteries Continue (European Release)

Developed by 3T Productions. Originally this was going to be bundled as a 2 CD game with the original which was actually produced at the same time. However it was decided to split the bundle and create two original releases. Offers pretty much the same as the original outing only with even more turns and twists to the story. Traditional/Board Game. Digital Video Cartridge required. Released 1995. #310690644-2.

- ☐ **Connect Four** Philips Media \$5/R2
Developed by CapDisc. The vertical board game recreated on CD-i to dizzying effect. Traditional/Board Game. Released 1991. #310690020-2.

- ☐ **Creature Shock** Philips Media \$40/R6
Developed by Argonaut Software Ltd. This game seemed to take forever before it was finally released, even the description picks up on this with a sympathetic nod to an eager audience. A surprisingly engrossing on the rails shooter although to be fair it does offer multiple path options as opposed to running rails titles like Chaos Control, this is a far more sophisticated game held over an entire 2 CDs. Also one of the rarest titles to be found on CD-i due to it's late release and limited production it almost fell by the wayside. European style packaging (see preface). Puzzle/Point & Click. Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 86% (out of 100) April 1996 (Issue 17) Released 1997. #810 0201.

- ☐ **Crime Patrol** Philips Media \$25/R4
Developed by CapDisc. Based on the 1993 American Laser Games coin-op. A light gun compatible game from the American Laser series of shooters. CapDisc did the title justice in this conversion with the quality offered by Digital Video. European style packaging (see preface). Action/Full-Motion Video. Digital Video Cartridge required. Released 1996. #810 0194.

- ☐ **Dark Castle** Philips Media \$5/R2
Developed by PIMA. Action/Platform/Scrolling Screen. Released 1991. #310690026-2.

- ☐ **Defender of the Crown** Philips Media \$5/R2
Developed by Philips POV. Simulation/Turn-based War/RPG Game. Released 1991. #310690069-2.

- ☐ **Dimo's Quest** Philips Media \$5/R2
Developed by SPC Vision. Dimo's "Quest" is to consume as many candy products as possible before collecting keys to progress to

the next sweet infested maze. Action/Maze Collect. PERIODICALS: CDi magazine rated this game 82% (out of 100) August 1994 (Issue 7) Released 1994. #310690063-2.

- Dragon's Lair Philips Media \$5/R2**
Developed by Super Club & ICDI. Based on the 1983 Cinematronics coin-op. This was the first blockbuster of the genre, though it wasn't the first game in the genre (that distinction is given to Sega's coin-op Astron Belt). Dragon's Lair is strictly a game of memorization, as there is a very linear sequence of events required to guide Dirk the Daring through the castle. The highlight is the animation, courtesy of Don Bluth, John Pomeroy, and Gary Goldman. The superb visual quality already expected from Digital Video titles was present in this excellent conversion of the genre defining Dragon's Lair. An often overlooked fact is that this is the complete version of the game comparable to the Arcade in every respect while some other formats that struggled with the visual mechanics had various scenes missing. Action/Full-Motion Video (Animated). Digital Video Cartridge required. PERIODICALS: CDi magazine rated this game 88% (out of 100) June 1994 (Issue 6) Released 1994. #310690138-2.
- Dragon's Lair II: Time Warp Philips Media \$5/R2**
Developed by Super Club & ICDI. Based on the 1991 Leland coin-op. Spoil for choice the sequel was released on top of the original displaying the same high polish expected of the title. Action/Full-Motion Video (Animated). Digital Video Cartridge required. PERIODICALS: CDi magazine rated this game 81% (out of 100) October 1994 (Issue 8) Released 1994. #310690139-2.
- Drug Wars Philips Media \$25/R4**
a.k.a. Crime Patrol 2
Developed by CapDisc. The final release for the Crime Patrol series sees you pitted against a Columbian drug baron with all the clichés demanded in this spoof shooter. European style packaging (see preface). Action/Full-Motion Video. Digital Video Cartridge required. Released 1996. #811 0059.
- Earth Command Philips Media \$5/R2**
a.k.a. Eye of the Earth (Working Title)
Developed by Visionary Media. In charge of environmental command an orbital platform above Earth it's your responsibility to remedy the ills of our planet including climate, pollution and food production in this resource management based sim. Simulation/Resource Management. PERIODICALS: CDi magazine rated this game 90% (out of 100) February 1994 (Issue 4) Released 1993. #310690291-2.
- Effacer: Hangman Of The 25th Century Philips Media \$5/R2**
Developed by CapDisc. Trying to put a spin on the popular game you scribbled on paper as a child, your welcomed to the wastelands of Urgrik to show the aliens the strength of literacy!! Puzzle/Word Game. Released 1994. #310690248-2.
- Escape From Cybercity Philips Media \$5/R2**
Developed by Fathom Pictures. Defining the term "Hard as Nails" Escape from Cybercity certainly didn't ease you into the game. You had to react straight from the moment you raised the game pad, probably even a few seconds before then in fact. Not the easiest game, demanding more of a memorization and shoot aspect rather than any level of skill. Action/Full-Motion Video (Animated). PERIODICALS: CDi magazine rated this game a 6.5 (out of 10) August 1993 (Issue 1) Released 1992. #310690071-2.
- Family Games 1 Philips Media \$10/R3**
Developed by DIMA. A compilation of very simple puzzle and arcade-style games intended for the entire family, as the name suggested!! European style packaging (see preface). Miscellaneous/Mini-Games. Released 1994. #810 0215.

- Family Games 2: Junk Food Philips Media \$10/R3**
Jive
Developed by DIMA. In the sequel to Family Games the theme is Junk Food with lots of new mini games from a drawing program to side scrolling shooter. It even includes a Pong clone called Going Dutch sub titled Mortal Pong with an emblem bearing more than a little resemblance to Mortal Combat. European style packaging (see preface). Miscellaneous/Mini-Games. Released 1995. #810 0269.
- Flashback Philips Media \$5/R2**
Designed by Dave Healey, Benoist Aron. Developed by Tiertex Ltd. A fairly accurate port of the popular game originally developed by Delphine Software International, although the conversion obviously suffered from the limitations imposed by CD-i with missing sounds and at times an awkward control system. Although this version did contain the animated movie clips missing from some gaming platforms. Action/2D Adventure. PERIODICALS: CDi magazine rated this game 92% (out of 100) February 1995 (Issue 10) Released 1994. #310690166-2.
- Girl's Club Philips Media \$5/R2**
Developed by Philips POV. Role-Playing/Dating Sim. PERIODICALS: CDi magazine rated this game an 8 (out of 10) August 1993 (Issue 1) Released 1992. #310690070-2.
- Go OlderGames/GD \$10/R1**
G
a.k.a. Go: Special Edition
Developed by CapDisc. The ancient Board Game brought to CD-i was present in many catalogues but never actually surfaced at retail, except Italy of all places. A review of the game was even featured in the UK publication CDi magazine Issue 1. It wasn't until 2002 that GO (English version) was given a limited release through OlderGames in May and was later re-released as "GO - Special Edition" in August of the same year. Traditional/Board Game. LANDMARK: One of four new releases in 2002 from OlderGames/Good Deal Games Publishing for the Philips CD-i. PERIODICALS: CDi magazine rated this game an 8 (out of 10) August 1993 (Issue 1) Released 2002. #N/A.
- Golden Oldies I Philips Media \$10/R3**
Contains two "classic" titles: "Guardian" and "Invaders". European style packaging (see preface). Miscellaneous/Compilation. Released 1996.
- Golden Oldies II Philips Media \$10/R3**
Contains two "classic" titles: "Blockbuster" and "Bughunt". European style packaging (see preface). Miscellaneous/Compilation. Released 1996.
- Great Day At the Races, A Philips Media \$5/R2**
Developed by PIMA. There are two basic elements of gameplay to this title, first you get the tutorial including some history of horse racing, how to bet, strategy and generally filling in the blanks to those unfamiliar with the sport. Then you get to the main event, racing the horses which is a spectator sport in this title, we're only in it for the money after all. Place your bets and watch them run with commentary throughout race. Traditional/Horse Racing. PERIODICALS: CDi magazine rated this game 80% (out of 100) October 1993 (Issue 2) Released 1993. #310690128-2.
- Haunted House Philips Media \$5/R2**
More for a younger audience based on the pop up books by Jan Pienkowski and following through with the theme of a haunted house with the usual exploration and collect key scheme of gaming.
- Hotel Mario Philips Media \$15/R3**
Developed by Philips Fantasy Factory. One of the better uses of the Nintendo license in a very Donkey Kong styled game. You explore various hotels which are multi platformed accessible

- through elevators with Koopas making a welcome appearance as the nasties amongst other foes familiar to Mario fans.
Action/Platform/Fixed Screen. LANDMARK: The first and only officially released Mario game on CD-i from the Nintendo license. PERIODICALS: CDI magazine rated this game 90% (out of 100) June 1994 (Issue 6) Released 1994. #310690260-2.
- ❑ **Inca** Philips Media \$5/R2
Developed by Coktel Vision. A rumored Full Motion Video version of the game was penciled for release in France during March 1994 with a UK launch to follow. After a press release late in 1993 nothing else was heard about this revised game. Puzzle/Logic. PERIODICALS: CDI magazine rated this game 85% (out of 100) October 1993 (Issue 2) Released 1993. #310690285-2.
- ❑ **International Tennis Open (1 Player)** Philips Media \$5/R2
Developed by Infogrames. An accomplished CD-i title for such an early release although the omission of a two player option was puzzling but later amended. The game featured commentary throughout the matches with various modes and a choice of surfaces to play on. Sports/Tennis. PERIODICALS: CDI magazine rated this game 80% (out of 100) August 1993 (Issue 1) Released 1993. #310690274-2.
- ❑ **International Tennis Open (2 Player)** Philips Media \$5/R2
Developed by Infogrames. Following from the success of International Tennis Open a revised two player version was released. Sports/Tennis. Released 1994. #310690062-2.
- ❑ **Jack Sprite vs. The Crimson Ghost** OlderGames/GD \$10/R1
a.k.a. Project Flix (Working Title)
Developed by PF Magic. Where to begin!! The Crimson Ghost is a Sci-Fi film originally released in 1946 as a twelve chapter serial. The twelve chapters were later edited into a hundred minute feature called "Cyclotrode X". It and similarly reedited and re-titled serials were part of a package that Republic Pictures sold to TV as a syndicated package in 1966. This serial was adapted into the CD-i game "Jack Sprite Vs The Crimson Ghost" by PF Magic. Using voice actor dub overs to spoof various scenes in The Crimson Ghost serial to great affect. The use of film footage alongside gaming platform action with Jack Sprite is refreshing and with about 5 variations on the spoofs for each scene it never seems to get tired or repetitive. A mini car chase game similar to Spy Hunter in style was also thrown into the mix. Miscellaneous/Mini-Games. LANDMARK: One of four new releases in 2002 from OlderGames/Good Deal Games Publishing for the Philips CD-i. Released 2002. #N/A.
- ❑ **Jeopardy!** Philips Media \$5/R2
Developed by Accent Media Productions. A wholehearted attempt to recreate the game show on CD-i with some 2,100 clues and responses to keep you going. Traditional/Game Show. Released 1994. #310690263-2.
- ❑ **Jigsaw: The Ultimate Electronic Puzzle** Philips Media \$5/R2
Developed by Novalogic. Puzzle/Action. LANDMARK: The Ultimate Electronic Jigsaw Puzzle!! This was the first game designed for CD-i, targeted at an older audience who obviously had nothing better to do. An interesting fact, this game is reproduced twice on the same CD so if several tracks become obliterated it switches to the alternate version. Although we wouldn't suggest you try this out of course!! Released 1991. #310690029-2.
- ❑ **Joker's Wild Jr., The** Philips Media \$5/R2
Developed by Accent Media Productions. Children's version of the popular US Game show Traditional/Game Show. Released 1994. #310690182-2.
- ❑ **Joker's Wild, The** Philips Media \$5/R2
Developed by Accent Media Productions. Cheesy host, spinning wheels, multiple questions it's The Joker's Wild out on CD-i from the popular US Game show. Traditional/Game Show. PERIODICALS: CDI magazine rated this game 76% (out of 100) August 1996 (Issue 19) Released 1994. #310690181-2.
- ❑ **Kether** Philips Media \$5/R2
Developed by Infogrames. An interesting if very odd adventure come logic come action game from French based developers Infogrames. Puzzle/Logic. LANDMARK: First use of double-plane 3-D action effects in CD-i. PERIODICALS: CDI magazine rated this game 95% (out of 100) October 1993 (Issue 2) Released 1993. #310690275-2.
- ❑ **Kingdom II: Shadoan** Philips Media \$5/R2
Developed by CapDisc. This sequel was also planned for the arcade, but "Thayer's Quest" didn't do well and the coin-op version was scrapped. Fortunately the dawn of CD-based games rescued this one for those who remember. European style packaging (see preface). Action/Full-Motion Video (Animated). Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 88% (out of 100) October 1996 (Issue 20) Released 1996. #810 0280.
- ❑ **Kingdom: The Far Reaches** Philips Media \$5/R2
Developed by CapDisc. The original coin-op was called "Thayer's Quest" and was designed by Rick Dyer. Action/Full-Motion Video (Animated). Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 86% (out of 100) June 1995 (Issue 12) Released 1995. #310690262-2.
- ❑ **L'Affaire Morlov** Titus \$5/R2
Developed by CPIO Multimedia. Gritty interactive crime drama adventure. European style packaging (see preface). Puzzle/Point & Click.
- ❑ **Labyrinth Of Crete** Philips Media \$5/R2
Developed by Funhouse. A puzzle title from the master of his class, Cliff Johnson. Set in Greek mythology the game features 47 puzzles in seven categories, Temple Tracers, Grecian Scrambles, World Mazes, Block Challenges, Action Logics, Patchwork Arcades and Zodiac Tiles. European style packaging (see preface). PERIODICALS: CDI magazine rated this game 87% (out of 100) October 1995 (Issue 14) Released 1997.
- ❑ **Laser Lords** Philips Media \$5/R2
Developed by Spinnaker. Before they came up with Alice in Wonderland to terrify small children with, Spinnaker used there game engine in Laser Lords. Intermixed with the platform action is an element of RPG where you can interact with the games characters. Action/2D Adventure. Released 1992. #310690074-2.
- ❑ **Last Bounty Hunter, The** Philips Media \$60/R6
Developed by CapDisc. Based on the 1994 American Laser Games coin-op. The most sought after light gun compatible game, set in the Mad Dog McCree series this is the third and final adventure. With the exception of a few relatively obscure European releases and possibly Solar Crusade this is the rarest commercial release for CD-i. European style packaging (see preface). Action/Full-Motion Video. Digital Video Cartridge required.
- ❑ **Lemmings** Philips Media \$5/R2
Developed by Psygnosis. Is a description really necessary!! The famous puzzler featuring those suicidal lemmings is just as compelling on CD-i as it is on the numerous other platforms and a damn fine conversion it is to. Everything from the poor little critters "Oh No" to the animated annihilation, it's all here in trumps. Puzzle/Logic. PERIODICALS: CDI magazine rated this game 90% (out of 100) October 1994 (Issue 8) Released 1994. #310690140-

2.

- Link: The Faces Of Evil** Philips Media \$15/R2
Developed by Animation Magic. A very basic platform game with animated cut scenes and voice acting much to Zelda fans disappointment. Action/Platform/Hack & Slash. LANDMARK: One of two dual released Zelda games using the Nintendo license. PERIODICALS: CDi magazine rated this game 65% (out of 100) October 1993 (Issue 2) Released 1993. #310690118-2.
- Titil Divil** Philips Media \$5/R2
Developed by Gremlin. A decent adventure game with a nice balance of action and puzzle elements. Also converted to every other platform and format available at the time but the CD-i version is worth investing some time in none the less. Action/2D Adventure. Digital Video Cartridge required. PERIODICALS: CDi magazine rated this game 84% (out of 100) August 1994 (Issue 7) Released 1994. #310690141-2.
- Lords of the Rising Sun** Philips Media \$5/R2
Developed by Philips POV. A military strategy game set in feudal Japan. Simulation/Real-Time Strategy. Released 1992. #310690098-2.
- Lost Eden** Philips Media \$5/R2
Developed by Cryo. A graphically superb if short lived adventure game based in a dinosaur epic. European style packaging (see preface). Action/2D Adventure. Digital Video Cartridge required. PERIODICALS: CDi magazine rated this game 89% (out of 100) October 1995 (Issue 14) Released 1995. #810 0292.
- Lost Ride, The** Philips Media \$40/R6
Developed by Formula Design & Enji Games. Comparable to Sewer Shark but only on the surface, the game is a far more immersive adventure set in many varied beautiful environments. Unfortunately the game is notoriously buggy in parts and does hamper gameplay now and again with freeze ups and jumpy video playback that should have been ironed out before the games release. European style packaging (see preface). Shooter/Target Shooting "Gun Games". Digital Video Cartridge required. LANDMARK: The last game published by Philips Media before Infogrames took over. Released 1998. #810 9990.
- Lucky Luke: The Videogame** Philips Media \$5/R2
Developed by SPC Vision. Classic cutesy shooter from SPC Vision set in the west and starring Lucky Luke as the central character. A game that's easy on the eyes with fantastic visuals as we've been accustomed to with SPC Vision but fans of The Apprentice will find this to be a step down rather than a progression of there platform games. European style packaging (see preface). Action/Platform/Scrolling Screen. Digital Video Cartridge required. EASTER EGGS: To access the cheat menu, start a game and then pause it. Next, press Up, Right, Down, Left, Down. Now you're not only lucky but damned powerful. Released 1996. #810 0328.
- Mad Dog II: The Lost Gold** Philips Media \$20/R5
Developed by CapDisc. Based on the 1992 American Laser Games coin-op. Original game designed by Pierre Maloka. Less common sequel to the successful original Mad Dog McCree with more of the same western shoot outs. European style packaging (see preface). Action/Full-Motion Video. Digital Video Cartridge required. PERIODICALS: CDi magazine rated this game 83% (out of 100) February 1996 (Issue 16) Released 1995. #810 0278.
- Mad Dog McCree** Philips Media \$5/R2
Developed by CapDisc. Based on the 1990 American Laser Games coin-op. The game that started the love obsession between CD-i and American Laser game conversions. This western shooter inspired the design of the light gun for CD-i aptly named the "Peacekeeper Revolver" and was a refreshing new type of game on

the system tired of the seemingly endless board game conversions. Also available in a large bundled package including the game and light gun. Action/Full-Motion Video. Digital Video Cartridge required. PERIODICALS: CDi magazine rated this game 87% (out of 100) October 1994 (Issue 8) Released 1994. #310690058-2.

- Marco Polo: Glory, Wealth and Adventure** Philips Media \$5/R2
Developed by Infogrames. A 2-CD game. European style packaging (see preface). Traditional/Board Game. BOX DESCRIPTION: "Explore the Asia of the 13th century" Increase your wealth as you trade in arms, gold and precious stones "Over 60 towns to discover" more than 50 hours of game play "become rich and famous" Released 1994. #810 0109.
- Mega Maze** Philips Media \$5/R2
Developed by Polymedia Communications. Encompassing 165 mazes full of laser pulses, spark generators, mine fields and pits you have to maneuver a ball to its destination. Action/Maze Collect. PERIODICALS: CDi magazine rated this game 82% (out of 100) August 1994 (Issue 7) Released 1993. #310690061-2.
- Merlin's Apprentice** Philips Media \$5/R2
Developed by Funhouse. Directed by the puzzle master Cliff Johnson, you can expect the usual mind bending challenges set out by thirty puzzles. Puzzle/Logic. PERIODICALS: CDi magazine rated this game 90% (out of 100) April 1995 (Issue 11) Released 1995. #310690099-2.
- Micro Machines** Philips Media \$5/R2
Developed by Codemasters. This is one of those games that you seem to find on every format of the time. It's lost a little of its refinement in the translation to CD-i which is really inexcusable for what could have been a great little racing game. Racing/Miscellaneous Racing. PERIODICALS: CDi magazine rated this game 85% (out of 100) August 1995 (Issue 13) Released 1995. #810 0291.
- Mutant Rampage: Body Siam** Philips Media \$5/R2
a.k.a. **Body Siam**
Developed by Animation Magic. A fairly mediocre beat'em up in the style of Double Dragon featuring animated cut scenes and 3 unique players to choose from. Fighting/Side-Scrolling. Digital Video Cartridge required. PERIODICALS: CDi magazine rated this game 82% (out of 100) October 1994 (Issue 8) Released 1994. #310690282-2.
- Myst** Philips Media \$10/R3
Developed by Cyan/SunSoft. Original game designed by Rand Miller and Robyn Miller. Appeared on just about any system that could play CD-ROMs in the 1990's. CD-i version of the PC graphic Adventure European style packaging (see preface). Puzzle/Point & Click. Digital Video Cartridge required. Released 1996.
- Mystic Midway: Phantom Express** Philips Media \$5/R2
a.k.a. **Mystic Midway 2**
Developed by Philips POV. This refined and revamped sequel to Mystic Midway Rest in Pieces throws the regular shooting gallery out the window and replaces it with an "on the rails" roller coaster ride instead. Supposedly this roller coaster takes you on a tour of your worst nightmares from child hood toys through to bills in adult life, simply blast them all away to progress to the next level. Shooter/Target Shooting "Gun Games". PERIODICALS: CDi magazine rated this game 70% (out of 100) December 1993 (Issue 3) Released 1993. #310690247-2.
- Mystic Midway: Rest In Pieces** Philips Media \$5/R2
Developed by Philips POV. A shooting gallery game in the very

classic arcade style of games old and past. Shooter/Target Shooting "Gun Games". Released 1992. #310690152-2.

- ☐ **Name That Tune** Philips Media \$5/R2
Developed by Philips Fantasy Factory. Traditional/Game Show. PERIODICALS: CDI magazine rated this game 61% (out of 100) October 1996 (Issue 20) Released 1993. #310690184-2.
- ☐ **NFL Football Trivia Challenge** Philips Media \$5/R2
Developed by CapDisc. Trivia quiz game featuring over 1,500 questions illustrated by over 1,200 images and 300 film clips. Puzzle/Trivia/Quiz. PERIODICALS: CDI magazine rated this game 87% (out of 100) April 1995 (Issue 11) Released 1993. #310690169-2.
- ☐ **NFL Hall of Fame Football** Philips Media \$5/R2
Developed by Philips POV. Sports/Football. Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 90% (out of 100) April 1995 (Issue 11) #310690201-2.
- ☐ **NFL Instant Replay** Philips Media \$5/R2 +
Developed by CapDisc. Puzzle/Trivia/Quiz. Digital Video Cartridge required. #310690127-2.
- ☐ **NFL Ultimate American Football Collection** Philips Media \$20/R3
Developed by CapDisc. Not a unique title but a box set compilation including NFL Hall of Fame Football, NFL Trivia Challenge and 100 Greatest Touchdowns a non game which shows Digital Video footage of what the name implies. European style packaging (see preface). Miscellaneous/Compilation. Digital Video Cartridge required. #811 0115.
- ☐ **Othello** Philips Media \$5/R2
Developed by Codim Interactive. Interpretation of the classic board game to CD-i. In true interactive style besides the regular game options including versus CD-i and two player you can choose to play against Albert Einstein and Leonardo da Vinci, which also goes some way to explain the meaning behind the CD covers. European style packaging (see preface). Traditional/Board Game. PERIODICALS: CDI magazine rated this game 80% (out of 100) April 1994 (Issue 5) Released 1993. #810 0163.
- ☐ **Pac-Panic** Philips Media \$5/R2
Developed by Namco. Essentially the same game as Pac Attack, which appears on several other platforms. European style packaging (see preface). Puzzle/Action. PERIODICALS: CDI magazine rated this game 80% (out of 100) December 1995 (Issue 15) Released 1996. #810 0315.
- ☐ **Pin Ball** Philips Media \$5/R2
Developed by CapDisc. A nice pinball game with 4 tables to choose from complete with weak themes. Example: Meltdown is totally nuclear! It's your mission to set the control rods so you can get into the reactor core for full linear acceleration. You don't even want to hear the description for the Dog Fight table! Traditional/Video Pinball. Released 1991. #310690034-2.
- ☐ **Plunderball** OlderGames/GD \$10/R1 G
Developed by ISG Productions. As well as the regular pinball game features including flippers and bumpers, Plunderball has an original theme dubbed as "A fast action pinball game set in the swash buckling future". Pirates in Space!! With a progressive story line through DYUV movies (Streamed Video without the use of a DVC) directly linked to your actions on the pinball table which makes for compelling gameplay. Traditional/Video Pinball. LANDMARK: One of four new releases in 2002 from OlderGames/Good Deal Games Publishing for the Philips CD-i. In itself quite an accomplishment, but the game offers a truly unique pinball experience. It's a mystery why this game was never released by Philips, yet this shouldn't

detract from Plunderball as an important title for CD-i because of its RetroPublishing release. Released 2002. #N/A.

- ☐ **Rise of the Robots** Philips Media \$5/R2
Developed by Mirage Tech. You talk about hype then there's Rise of the Robots, presented as an explosive new type of fighting game upon release it was a disappointment to most. Very mediocre fighting game which was converted solely by Pete Dabbs who later went on to create the first functional CD-i emulator, CD-ice. CD-ice was released only as a preview version which worked with... can you guess? Rise of the Robots and this game alone, the emulators capabilities more impressive than the game it was reviving on PC. The DVC is said to add extra features to the game including backdrop scrolling although the game is fully playable without it. European style packaging (see preface). Fighting/Tournament Style. Digital Video Cartridge optional. PERIODICALS: CDI magazine rated this game 65% (out of 100) October 1995 (Issue 14) Released 1995. #810 1012.
- ☐ **Sargon Chess** Philips Media \$5/R2
Developed by Spinnaker. Like many early releases this was a board game conversion to the digital interactive age. Traditional/Board Game. Released 1991. #310690030-2.
- ☐ **Scotland Yard Interactive** Philips Media \$5/R2
Developed by AV Medien. A board game adaptation that sees you scouring London for Mr. X to stop his life of crime and general evil doing. European style packaging (see preface). Traditional/Board Game. Released 1993. #810 0139.
- ☐ **Secret Mission** Philips Media \$5/R2
Developed by Microids. An adventure game set against the Indo-Chinese country of Opalia during the cold war. European style packaging (see preface). Puzzle/Point & Click. PERIODICALS: CDI magazine rated this game 88% (out of 100) April 1996 (Issue 17) Released 1996. #810 0272.
- ☐ **Shaolin's Road** Philips Media \$5/R2
Developed by Infogrames. Adventure through ancient China. Play varies from puzzles, to fighting, to weapon use. European style packaging (see preface). Released 1994.
- ☐ **Space Ace** Philips Media \$10/R2
Developed by Super Club & ICDI. Based on the 1984 Cinematronics coin-op. Designed by the same team that brought us Dragon's Lair, here is Dragon's Lair set in the future, with a gun instead of a sword, and with the ability to transform puny Dexter into powerful Ace. The long-standing issue between fans of these games is "Who is hotter, Kimmy from Space Ace or Daphne from Dragon's Lair?" Send us your vote, it's very important. This was actually the first Don Bluth game to grace CD-i, meticulously recreated for the home console making good use of the system Digital Video capabilities. Action/Full-Motion Video (Animated). Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 97% (out of 100) April 1994 (Issue 5) Released 1993. #310690059-2.
- ☐ **Space Ranger: Alpha** OlderGames/GD \$8/R1 G
Developed by Studio Interactive. This is Alpha software showing one level of a defender style game which needs the DVC to display a small section of the lower screen. An interesting oddity and should be treated as such, nowhere near the playable levels of the other OlderGames/Good Deal Games Publishing releases. Shooter/Horizontal Scrolling. Digital Video Cartridge optional. LANDMARK: One of four new releases in 2002 from OlderGames/Good Deal Games Publishing for the Philips CD-i. Released 2002. #N/A.
- ☐ **Steel Machine** Philips Media \$5/R2
Developed by SPC Vision. For all intents and purposes this is the

sequel to Alien Gate from the same developers. Although the game mechanics have been skewed more towards defender as a comparison to older fans of the genre but a far more simplistic version of Uridium would be a better fitting description for this game. European style packaging (see preface). Shooter/Horizontal Scrolling. PERIODICALS: CDI magazine rated this game 75% (out of 100) December 1993 (Issue 3) Released 1993. #810 0160.

- ☐ **Striker Pro** Philips Media \$5/R2
Developed by Rage Software. This soccer game or football as it's call it in the home land (England!) was ported to a few platforms including Elites successful port to the SNES. The CD-i conversion was a fairly run of the mill release although fairly playable at some level not the best football game out there at the time. Sports/Soccer. LANDMARK: This was the first game from Rage to be released on any CD format. PERIODICALS: CDI magazine rated this game 66% (out of 100) June 1994 (Issue 6) Released 1994. #310690143-2.
- ☐ **Strip Poker Live** Philips Media \$5/R2
Developed by GreenPig Production. Play poker to watch women strip, probably a whole lot easier to check out the top shelf of the magazine section but if you must. European style packaging (see preface). Traditional/Casino Game. Digital Video Cartridge required. Released 1994. #810 0257.
- ☐ **Tetris** Philips Media \$5/R2
Developed by Philips POV. This world-popular game was originally designed for computers, was eventually created for nearly every home console, and was even converted to a coin-op by Atari Games in 1988. The classic Russian game on CD-i. Puzzle/Action. Released 1992. #310690188-2.
- ☐ **Tetsuo Gaiden** New Frontier \$10/R3
Developed by Creative. 2D action in the vein of Galaga and R-Type combined. European style packaging (see preface). Digital Video Cartridge required. Released 1997.
- ☐ **Text Tiles** Philips Media \$5/R2
Developed by CapDisc. Puzzle/Word Game. Released 1992. #310690043-2.
- ☐ **Third Degree** Philips Media \$5/R2
Developed by PF Magic. PERIODICALS: CDI magazine rated this game 82% (out of 100) October 1996 (Issue 20) #310690073-2.
- ☐ **Thunder In Paradise** Philips Media \$5/R2
Developed by Philips POV. This was a two CD set, one contained the game described as "Thunder Interactive" and the other a VCD featuring the episode which inspired the game "The M.A.J.O.R. and the Minor". Featuring elements of on the rails shooting action and shoot outs similar to the American Laser games like Mad Dog McCree, this is a regular mixed bag. Shooter/Target Shooting "Gun Games". Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 79% (out of 100) June 1995 (Issue 12) Released 1995. #310690133-2.
- ☐ **Ultra CD-i Soccer** Philips Media \$5/R2
Developed by Krisalis. European style packaging (see preface). Sports/Soccer. Digital Video Cartridge required. Released 1997.
- ☐ **Uncover featuring Tatjana** Philips Media \$5/R2
Developed by SPC Vision. CD-i edition of the arcade classic QIX. Beat the enemies to see various cheesecake & adult shots of the star. Capture puzzle pieces to unlock more risqué photos in your file cabinet. European style packaging (see preface). Puzzle/Action. Digital Video Cartridge required. Released 1996. #810 0331.
- ☐ **USGA Presents Great American Golf 1** XDRA \$10/R2
Developed by XDRA. European style packaging (see preface).

Sports/Golf.

- ☐ **USGA Presents Great American Golf 2** XDRA \$10/R2
Developed by XDRA. Part documentary and part game, it features twenty segments of TV highlights of modern American golf from the USGA championship. The game aspect of the title includes 18 holes of animated golf with the choice of three characters and also a trivia quiz on 100 years of Great American Golf. European style packaging (see preface). Sports/Golf. Digital Video Cartridge optional. Released 1994. #819 0041.
- ☐ **Video Speedway** Philips Media \$5/R2
Developed by ISG Productions. A well rounded but unspectacular racing simulator offering Kart races, Formula 3000 and Formula 1 Racing/F1/Indy/Stock Cars. Released 1992. #310690093-2.
- ☐ **Voyeur** Philips Media \$5/R2
Developed by Philips POV. Inspired by Alfred Hitchcock's "Rear Window" the scene was set for an adult orientated interactive CD-i title. Reed Hawke a powerful man gathers his family to the end of discussing his running for the presidency. Lust, revenge and betrayal are inevitable elements to this political thriller. Puzzle/Point & Click. LANDMARK: Described as the first interactive film on CD-i. PERIODICALS: CDI magazine rated this game 95% (out of 100) October 1993 (Issue 2) Released 1993. #310690112-2.
- ☐ **Wacky World of Miniature Golf, The** Philips Media \$4/R2
Developed by Philips Sidewalk Studio. Animated miniature golf game featuring the vocal talents of Eugene Levy. Sports/Golf. PERIODICALS: CDI magazine rated this game 85% (out of 100) October 1993 (Issue 2) Released 1993. #310690180-2.
- ☐ **Whack a Bubble** New Frontier \$20/R3
A Break-Out clone for CD-i. European style packaging (see preface). Action/Pong-Style.
- ☐ **Who Shot Johnny Rock?** Philips Media \$5/R2
Developed by CapDisc. Based on the 1991 American Laser Games coin-op. Original game designed by Nat Brown, Li Tan, and Tom Desmarais. Another American Laser game converted by CapDisc, this time you're a detective hired by a lady in red to crack the case "Who Shot Johnny Rock?". Action/Full-Motion Video. Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 82% (out of 100) October 1995 (Issue 14) Released 1995. #310690231-2.
- ☐ **Wimbledon Challenge** XDRA \$5/R2
Developed by XDRA. European style packaging (see preface). Puzzle/Trivia/Quiz.
- ☐ **Word Play** Philips Media \$5/R2
Developed by Backs Electronic. Puzzle/Word Game. PERIODICALS: CDI magazine rated this game 3 (out of 5) April 1995 (Issue 11) Released 1996. #310690653-2.
- ☐ **World Cup Golf** Philips Media \$5/R2
Developed by US Gold. Sports/Golf. Digital Video Cartridge required. PERIODICALS: CDI magazine rated this game 87% (out of 100) February 1996 (Issue 16) Released 1996. #310690230-2.
- ☐ **Zelda: The Wand of Gamelon** Philips Media \$20/R3
Developed by Animation Magic. Using the same style and setting from Link: The Faces of Evil this was a very disappointing platform game. Action/Platform/Hack & Slash. LANDMARK: One of two dual released Zelda games using the Nintendo license. PERIODICALS: CDI magazine rated this game 75% (out of 100) October 1993 (Issue 2) Released 1993. #310690158-2.
- ☐ **Zelda's Adventure** Philips Media \$80/R5
Developed by Viridis. This game took what seemed an eternity

before it was eventually released and is considered the best Zelda game released on CD-i after the two previous disappointments. Using a photorealistic backdrop to play this RPG adventure which also features actor cut scenes streamed directly from the disc. It's said that the game had to be completely rewritten to satisfy Nintendo, Camelot has been reversed to spell Tolemac as one example. Considering that the game mechanics of Nintendo based Zelda games couldn't be duplicated in Philips reproduction of the classic then it's surprising that this takes a typical Zelda top down view of the adventure. This possibly owed to the delay of the game with the spin of a photorealistic setting giving just enough originality to set it apart from the familiar world of Zelda. European style packaging (see preface). Role-Playing/Third-Person Real-Time. Digital Video Cartridge required. LANDMARK: The final Nintendo licensed game released on CD-i. PERIODICALS: CDI magazine rated this game 84% (out of 100) April 1996 (Issue 17) Released 1995. #810 0147.

- ☐ **Zenith** Philips Media \$5/R2
a.k.a. **Spin Ball**
Developed by Radarsoft. European style packaging (see preface). Traditional/Video Pinball. Released 1997.
- ☐ **Zombie Dinos** Philips Media \$5/R2
Developed by Philips POV. The official description goes: Innocent dinosaurs have become mindless zombies, controlled by the evil Harry the Harrier and his alien Brain Bibbs. But all is not lost. Wise-cracking Dexter the Dinadroid has managed to escape, bringing to Earth the incredible Time Machine. His goal: "Let's kick some brain!". End description, if your not the wisest then your not alone!!
Puzzle/Memory. PERIODICALS: CDI magazine rated this game a 7 (out of 10) August 1993 (Issue 1) Released 1992. #310690084-2.
Total # of items for this section: **115**

NON U.S. GAME RELEASES

- ☐ **Christmas Country** Creative Media \$10/R3
Developed by Creative. Released independently of Philips Media by Creative this game is often confused for the earlier platformer from the same company, Christmas Crisis and Vice Versa. Although a similar outing this time you play an elf up to the usual platformer mischief. Action/Platform/Scrolling Screen. Digital Video Cartridge required. BOX DESCRIPTION: "Finally, a platform game for CD-i with lots of enemies. Play and explore the exciting, long lasting, fun filled, 16 levels of Christmas Country." Released 1996. #CM 962512.
- ☐ **Christmas Crisis** Philips Media \$10/R3
Developed by Creative. You play the role of Santa, find lost reindeer, discover dangerous presents and defeat evil toys. All in the days work for this quirky platform game.
Action/Platform/Scrolling Screen. Digital Video Cartridge required. Released 1995. #810 0313.
- ☐ **Domino** Haarlems \$10/R5
Developed by Wigant. CD-i version of the classic board game. Can be played with Standard, Colored or picture tiles. Some picture tiles reminiscent of Mah-Jongg, but are not. Traditional/Board Game. Released 1997.
- ☐ **Journal Interactif '94** Philips Media \$10/R4
Developed by TF1 Enter. Digital Video Cartridge required. Released 1994.
- ☐ **Journal Interactif '95** Philips Media \$10/R4
Developed by TF1 Enter. Digital Video Cartridge required. Released

1995.

Total # of items for this section: **5**

France

- ☐ **Big Bang Show** Philips Media \$40/R6
Developed by Infogrames. This game appeared in a few catalogue advertisements but never materialized until it was found that this was in fact a French release. A rare and original game with the animated character actor Professor Albertus featured as a guide, you control a ball of energy called Sparkie. Navigating various fixed platform levels you must collect items and plan your moves logically to avoid falling off the screen and finish at the specified target zone. Includes a trivia game covering pre-history right through to the future where true or false questions are given. Puzzle/Logic. Released 1995.
- ☐ **L'Ange et le Demon** Philips Media \$20/R5
Developed by Smart Move. Released in France this is an adventure game, your quest, to find the angel's sword. You'll experience 2,500 photographic images, 250 animated and musical sequences. #812 0038.
Total # of items for this section: **2**
- Germany**
- ☐ **Hieroglyph** ZYX Music Multi \$10/R5
Developed by Circle Multimedia Development GMBH. A strange little game where you have to navigate a small man around a maze by shifting panels around the board. The manual includes a catalogue listing two other CD-i games, Magic Eraser and BMP Puzzle. It's not unusual for manuals to list as yet unreleased games. Although it wouldn't be surprising if these were further actual releases from ZYX Music given the titles relative obscurity originating from Germany. Puzzle/Action. #RTV 6003.
Total # of items for this section: **1**

Netherlands

- ☐ **Lettergreep** Philips Media \$5/R2
Developed by Wigant Media b.v.. Related to a TV Game show in the Netherlands and only released in this region. Puzzle/Word Game. Released 1996. #814 0158.
- ☐ **Lingo** Philips Media \$5/R2
Developed by SPC Vision. Adaptation from a TV Quiz show and released only in the Netherlands. Puzzle/Word Game. Released 1994. #814 0102.
- ☐ **Master Labyrinth** Philips Media \$5/R2
Developed by AVM AG/HO GmbH. In this game you can distort and explore the maze in full Digital Video avoiding the fiends and finding lost treasure. Action/Maze Collect. Digital Video Cartridge required. Released 1994. #810 0225.
- ☐ **Voetbal** Philips Media \$5/R2
Developed by Hypervision. A Dutch only release. Digital Video Cartridge required. Released 1994.
- ☐ **Zaak Van Sam, De** Haarlems \$40/R6
Developed by NOB. An interactive movie published in very small numbers in the Netherlands as part of a school drama project from a Dutch college in Amsterdam. Digital Video Cartridge required. Released 1997.
Total # of items for this section: **5**

Sweden

- ☐ **Alfapet** Alga \$10/R6

Developed by Adatek. It appears to be a word game very similar to scrabble. Puzzle/Word Game. Released 1993.

Total # of items for this section: 1

UK

- ☐ **Goal! XDRA \$10/R5**
Developed by XDRA. A football trivia game which was only released in the UK. Puzzle/Trivia/Quiz.
- ☐ **Solar Crusade Infogrames \$40/R6**
a.k.a. Chaos Control 2
Developed by Infogrames. Sequel to Chaos Control and arriving well after the commercial death of the system almost as if it was an after thought following Infogrames take over of Philips Media intellectual material. So it came as quite a surprise in the form of a highly polished and very playable game replicating the same style as Chaos Control only with improved graphics. Featured some unintentionally amusing cut scenes with bad lip-sync in an anime style. Shooter/Target Shooting "Gun Games". Digital Video Cartridge required. LANDMARK: This was the last official CD-i game ever produced. PERIODICALS: CDi magazine rated this game 82% (out of 100) October 1996 (Issue 20) BOX DESCRIPTION: "8 worlds of hyper-realistic 3D settings to explore in subjective perspective * One player or simultaneous two player mode * Various difficulty levels * All enemies modeled using motion capture * Many different secret levels * 20 minutes of manga cartoon a" Released 1999.
- ☐ **Tangram: The Ultimate Chinese Game Philips Media \$5/R2**
Developed by Eaglevision. The ancient oriental game brought screaming into the digital age courtesy of CD-i. Traditional/Board Game. Released 1992. #811 0015.
- ☐ **Vegas Girls Telstar Elect \$5/R2**
Developed by Status Visual Communication. Play Five Card Draw Poker, Blackjack, Dice, Roulette or the Fruit Machines, the more you win the more the girls take off! Traditional/Casino Game. Released 1995. #TFGD 0066.
- Total # of items for this section: 4

PROTOTYPES AND ONE OF A KINDS

- ☐ **Super Mario's Wacky Worlds Novalogic \$250/R9**
Developed by Novalogic. A very controversial Super Mario World clone developed by Novalogic for Philips Media as early as 1993. An impressive technical demo but hardly a playable game, this has since been distributed as an ISO on the net featuring several levels from one particular prototype. Although a few of these prototypes are in existence with varying numbers of playable levels the most complete includes underwater and ghost ship stages.
- ☐ **Teleportasmurf Infogrames \$250/R9**
Developed by Infogrames. Storyboard adventure with The Smurfs featuring mini games. Another translated version "Telesmurf" exists.
- Total # of items for this section: 2

HARDWARE AND PERIPHERALS

- ☐ **BeoCenter A/V Bang Olufsen \$1000/R9**

The mother of all CD-i players and not even marketed as one!! From a Denmark based company Bang Olufsen designed this monster of a TV set with an integrated CD player which plays CD-i compatibles. The most expensive CD-i player ever to grace the earth and certainly would be the centerpiece for any obsessive collector.

- ☐ **CD Drive, CD1 180 Philips \$100/R5**
This is the CD drive portion of Philips' first development model. It works with the CD1 181 and CD1 182 to create a complete authoring system. Off-white in color.
- ☐ **Console, 21TCD130 Philips \$225/R6**
With the possible exception of the portable unit and the rare BeoCenter system this color TV with CD-i built into it is the coolest piece of hardware in this section. The digital video module is built-in as well which is handy for watching VCD as well as the CD-i compatible titles.
- ☐ **Console, CD1 100V Grundig \$40/R4**
This third-party CD-i console is identical to the CD1 220 but manufactured in Germany by Grundig.
- ☐ **Console, CD1 110E Grundig \$40/R4**
This third-party CD-i console is identical to the CD1 470 but manufactured in Germany by Grundig.
- ☐ **Console, CD1 205 Philips \$40/R2**
Identical to the CD1 910 but marketed exclusively in the UK.
- ☐ **Console, CD1 210 Philips \$40/R2**
Essentially a stripped-down version of the CD1 220, with a cheap CD tray door which usually opened of it's own accord if turned on its head.
- ☐ **Console, CD1 220 Philips \$40/R2**
The best player from the 200 series of CD-i players considered a high end model but still a pretty bulky side-loading tray mechanism with a decent digital display. The CD tray is covered by a flip-top door.
- ☐ **Console, CD1 310 Portable Philips \$80/R4**
The CD1 310, 350, and 360 portables are very similar in design but different in quality. The 310 does not have a built-in display like the others but has a floppy drive integrated with the unit. As with all this series of portable players it's upgradeable with the Digital Video Docking Unit 22ER9142.
- ☐ **Console, CD1 350 Portable Philips \$125/R4**
A portable CD-i with color LCD, TFT active matrix system. Plays all the standard stuff including CD-i, CD-DA, Photo-CD, CD Bridge, CD+ Graphics and VCD's with the docking unit upgrade, see Digital Video Docking Unit 22ER9142 for more information. The screen is 4.5 inches wide and 3.5 inches high. The player has built-in stereo speakers, a touchpad controller with action buttons, and a disk inspection window to watch the CD spinning around.
- ☐ **Console, CD1 360 Portable Philips \$150/R5**
From the outside it's practically impossible to tell the CD1 360 from the CD1 350, but fire it up and it becomes clear - literally. The 360 was the original model featuring a higher quality built-in LCD display (Philips own, as opposed to the cheaper Sharp display featured in the 350). This system is upgradeable with the Digital Video Docking Unit 22ER9142.
- ☐ **Console, CD1 370 Portable Philips \$225/R5**
The best of the portable systems (and originally developed by LG Electronics), this model is more compact in that the display folds completely over the base of the unit. Analogy: a very big Game Boy Advance SP. The digital video is built-in and the player includes a rechargeable battery which is detachable from the rear of the

player allowing fully portable play for up to 1.5 hours. This battery could be recharged by leaving it attached to the player and plugging the 370 directly into the mains power, unfortunately this tended to drain the batteries life expectancy. By far the most fully featured Philips portable CD-i player with an NTSC/PAL switch for the display system, compatible with infra red control systems, composite video output and input directly to the LCD screen but to mention a few of the facilities available through this compact device.

Console, CDI 450 Magnavox \$40/R2

This was the machine designed to compete in the video game market, showing Philips intentions to finally introduce the CD-I format to gamers. It lacked any draw mechanism using the flip top method of loading CDs common to video consoles such as the Saturn and PlayStation at the time. With the Infra red and FTD display missing this was obviously a huge departure from previous CD-i players. It could be upgraded with the Digital Video Cartridge.

Console, CDI 470 Philips \$40/R2

The 470 was a very compact and stylish design compared to the previous bulky units. Earlier models of the 470 required the Digital Video Cartridge 22ER9956 upgrade to play VCD and compatible CD-i titles although a latter iteration on the same model included integrated Digital Video.

Console, CDI 490 Philips \$50/R2

Identical to the CDI 470 on the outside but was a slightly advanced design on the inside featuring integrated Digital Video as standard and increased NV-Ram used to store various data including saved games, from the 470's small 8KB to the 490's comparatively massive 32KB.

Console, CDI 550 Magnavox \$40/R2

This was basically a 450 with integrated Digital Video so the complete experience of CD-i was delivered without the need to upgrade the player with a DVC.

Console, CDI 601 Philips \$100/R6

All of the "600" series were intended for development and professional applications. This one was Philips' first standalone model, pretty basic stuff with no options for digital video. Off-white in color.

Console, CDI 602 Philips \$100/R6

All of the "600" series were intended for development and professional applications. This one is identical to the CDI 601 but with a built-in floppy drive. Off-white in color.

Console, CDI 604 Philips \$125/R6

All of the "600" series were intended for development and professional applications. The CDI 604 is an upgraded 602 that allows for digital video expansion. Off-white in color.

Console, CDI 605 Philips \$150/R6

All of the "600" series were intended for development and professional applications. This was the first serious development unit, with built-in diagnostic software, 5MB of RAM, and ports for SCSI, parallel and even Ethernet connections. Some models do not feature the ability to upgrade to digital video, others do. Off-white in color.

Console, CDI 615 Philips \$150/R6

All of the "600" series were intended for development and professional applications. This was designed specifically for classroom applications and has a built-in floppy, keyboard and parallel ports and the ability to upgrade to digital video. Off-white in color.

Console, CDI 660 Philips \$200/R6

All of the "600" series were intended for development and

professional applications. The CDI 660 and 670 are odd beasts in that they seem to be built as "brains" for controlling other units. The 660 is customizable in that you can control what software (and media types) it will manage, and has built-in digital video.

Console, CDI 670 Philips \$225/R6

All of the "600" series were intended for development and professional applications. The CDI 660 and 670 are odd beasts in that they seem to be built as "brains" for controlling other units. The 670 can function as an interface to a DVD player and can also connect easily with the Iomega ZIP drive.

Console, CDI 740 Philips \$250/R6

This sophisticated model has a lower profile than the 200 series and looks like a VCR from the side. It also has RS232 connectivity and built-in digital video capability. This particular model was said to be the preserve of special client to Philips such as high executives and was not as such a consumer player making it quite a rarity.

Console, CDI 910 Philips \$40/R2

The first and most common of the CDI models in the US. Size-wise, it's somewhere between the sleek CDI 740 and the bulky 200 models. Side-loading CD tray and digital display.

Console, FW380i Philips \$150/R5

A strange player which incorporated CD-i into a typical looking Hi-Fi mini system including AM/FM tuner, a double compact cassette deck plus a clock and alarm with the CD aspect of the player also playing regular music CDs as any CD-i player could. The system came bundled with two speakers and a wired controller.

Console, GDI 1000 Goldstar \$40/R4

Seems to be the same as the GDI 750. Renumbered in Goldstar catalogs for some reason beyond our comprehension.

Console, GDI 700 LG Electronics \$150/R4

This third-party CD-i console features built-in digital video, a whopping 32KB of NV-Ram compared to the regular 8KB used in most CD-i machines and a modem port (supports up to 38.4kbps).

Console, GDI 750 LG Electronics \$40/R4

Nearly identical to the CDI 450, manufactured by Goldstar.

Console, GPI 1100 Portable LG Electronics \$150/R5

Similar to the GPI 1200 Portable but without the built-in display.

Console, GPI 1200 Portable LG Electronics \$225/R5

See the CDI 370 Portable for full description. This system was originally developed by LG Electronics under the previous name Goldstar, with the design later being produced by Philips as the CDI 370.

Console, Highscreen Vobis \$40/R4

This third-party CD-i portable console is similar to the CDI 450 but manufactured in Europe by Vobis.

Console, IVO V10 Portable Sony \$100/R6

This third-party CD-i portable console features built-in LCD display. None of the Sony models allow for the digital video upgrade, however.

Console, IVO V11 Portable Sony \$175/R6

Identical to the IVO V10, but corrects some CD-i compatibility issues.

Console, IVO V12 Portable Sony \$120/R6

This third-party CD-i portable console is essentially the IVO V10 and V11 but with out the built-in LCD display. None of the Sony models allow for the digital video upgrade.

Console, Lookman ID NBS \$150/R5 Portable

This third-party CD-i console is similar to the GPI 1100 Portable but manufactured by NBS.

☐ **Console, Memorex CDI 2200 Memorex \$40/R4**

This third-party CD-i console is identical to the CDI 910 but manufactured by Tandy.

☐ **Console, Pro 1000S Kyocera \$150/R5**

This third-party CD-i portable console was manufactured in Japan by Kyocera who worked closely with Philips in the early development stages resulting in the CDI 180. The Pro 1000S was Kyocera's own player which could be connected to an optional LCD screen.

☐ **Console, Video Engine 200 Digital Vid Sys \$200/R5**

This third-party CD-i console was designed specifically for professional applications and was possibly the most accomplished machine ever produced. It featured integrated Digital Video allowing it to play any CD-i title and unusually for a desktop player it also had an NTSC/PAL switch offering both video standard modes. The Video Engine came in a colorful box complete with the player, audio and video cable with the added bonus of a unique CD-i remote control as feature rich and stylish as the player itself. This unit was still in production right up to the end of 2000 but has since ceased production. One of the rarer and most desirable CD-i units ever made.

☐ **Development Unit, CDI 182 Philips \$100/R5**

This is the optional portion of Philips' first development model. It works with the CDI 180 and CDI 181 to create a complete authoring system. This add-on features two floppy drives, SCSI and parallel ports and an additional 1 MB of RAM. Off-white in color.

☐ **Digital Video Cartridge Philips \$25/R2 22ER9141 (large)**

The larger model cartridge for earlier models of the CDI 200, 205, 210, 220 and 910. The 22ER9141 Digital Video cartridge was also used to upgrade the portable 310, 350 and 360 but needed a separate 22ER9142 docking station to allow the players to be modified. This unit allows you to play VCD's, Digital Video Movies, and CD-i games that require it. The hardware adds full-screen full motion video, feeding decoded video as an analogue signal into the player, has extended 1.5 MB of memory. #22ER9941.

☐ **Digital Video Cartridge Philips \$25/R2 22ER9956 (small)**

The smaller model cartridge for later versions of the CDI 210, 220 and 450. This unit allows you to play VCD's, Digital Video Movies, and CD-i games that require it. The hardware adds full-screen full motion video, feeding decoded video as a digital signal into the player, has extended 1.5 MB of memory. #22ER9956.

☐ **Digital Video Docking Unit Philips \$40/R4 22ER9142**

This docking station was used to upgrade the CDI 310, 350 and 360 with Digital Video. It uses the 22ER9141 Digital Video Cartridge which was bought separately and needed to be physically installed into the docking unit requiring a bit of handy work to unscrew various fixtures and then bolt it on and attach a Flexfoil Connector from the docking unit into the portable CD-i player.

☐ **Multimedia Controller, CDI Philips \$100/R5 181**

This is the multimedia controller portion of Philips' first development model. It works with the CDI 180 and CDI 182 to create a complete authoring system. Off-white in color.

☐ **Peacekeeper Revolver Philips \$30/R2**

It's a light gun especially styled for the release of Mad Dog McCree which was later introduced as a bundled package.

Total # of items for this section: 45

BUMER MILL

☐ **Dame Was Loaded, The Unknown \$0/R0**

Developed by Beam Software. Frighteningly similar in style to American Lasergames' "Who Shot Johnny Rock?" This one appeared to be more of a point-and-click style game, however.

☐ **Deja Vu Unknown \$0/R0**

Developed by ICOM Simulations.

☐ **Deja Vu 2 Unknown \$0/R0**

Developed by ICOM Simulations.

☐ **Discworld Unknown \$0/R0**

Developed by Teeny Weeny Games.

☐ **Microcosm Unknown \$0/R0**

☐ **What's It Worth Unknown \$0/R0**

Total # of items for this section: 6

DEMOS, SAMPLERS, & NON GAMES

☐ **Alles Over CD-i Philips \$0/R0**

Developed by Case Interactive. All About CD-i, a tutorial with a Dutch manual. Digital Video Cartridge required. Released 1994. #8140082.

☐ **Alles Over CD-i: Dealer Versie Philips \$0/R0**

Developed by Case Interactive. Digital Video Cartridge required. Released 1994. #8180066.

☐ **Alles Over CD-i: Thuis Versie Philips \$0/R0**

Developed by Case Interactive. Digital Video Cartridge required. Released 1994. #8140083.

☐ **Andrew Lloyd Webber Unknown \$5/R2**

☐ **Art of The Czars, The Unknown \$5/R2**

☐ **AVM FMV Demo Disk Audio Visuelten \$0/R0**

☐ **BeoCenter AV5 Bang & Olufsen \$0/R0**

Developed by Moland Interactive. Released 1997.

☐ **Berenstain Bears On Their Own, The Philips \$5/R2**

Developed by Philips Sidewalk Studio.

☐ **Best of Baby Songs, The Unknown \$5/R2**

☐ **Brer Rabbit and the Wonderful Tar Baby Philips \$5/R2**

☐ **Caricature Philips \$0/R0**

☐ **Cartoon Juicebox Philips \$5/R2**

Also doubles as a virtual coloring book and compatible with the roller controller device.

☐ **CD-i & Training Philips \$0/R0**

Developed by Philips Media Systems. Digital Video Cartridge required. Released Feb-95. #8180057.

☐ **CDI 220 Adjustment Disc OptImage \$0/R0**

Developed by OptImage Interactive Services. Released 1993.

☐ CDi 450 Tutorial Disc	Philips	\$0/R0	☐ CD-Online: Issue 1 (enhanced)	CD-Online	\$0/R0
Developed by Philips Interactive Media. Released 1994. #3.1041289081e+0.			Developed by Lost Boys Interactive. Digital Video Cartridge required. Released 09/95. #8190085.		
☐ CDi 470 Tutorial Disc	Philips	\$0/R0	☐ CD-Online: Issue 2	CD-Online	\$5/R2
Developed by Philips Interactive Media. Released 1995. #3.1041289139e+0.			Developed by Lost Boys Interactive. This free CD-i disc was the second produced for CD-Online internet subscribers in the UK also supplied as a cover disc for the UK based CDi Magazine Issue 17. Besides the usual stuff found on the previous CD-Online disc this featured the first networked game on CD-i, Ram Raid. Based on the technology that would later be used for and near enough identical to Atlantis, this was quite a novel first person shooter much in the same vein as Doom although rather limited in comparison but impressive for CD-i. The game was playable offline but really came into it's element with CD-online where you could download different levels and vary the quantity, behavior and power of the bad guys. Although head to head play was out of the question due to poor data rate transfers of the time there was a league table to keep a track of how you were doing. Digital Video Cartridge required. Released 1995. #819 0088.		
☐ CDi 660/670 Key Disc	Philips	\$0/R0	☐ CD-Visuals Sample	Explainer Visua	\$0/R0
Developed by Philips Media Systems. Released 1997. #22SW1750.			☐ Child is Born, A	Philips	\$0/R0
☐ CD-i Clickshow	Philips	\$0/R0	This disc contains pictures, video and animation covering every stage of human development through birth. Jump to any stage on the timeline and zoom in for close ups of the head, hands and feet. Excuse us, we're going to be ill.		
Developed by Philips C&P.			☐ Cocktails Demo	Unknown	\$0/R0
☐ CD-i Full Motion Video Update	Philips	\$0/R0	Released 1993.		
Developed by Advance Multimedia. Digital Video Cartridge required. Released 06/93.			☐ Codim Presentation	Codim Interact	\$0/R0
☐ CD-i Gang 1991	Philips	\$0/R0	Developed by Codim Interactive. Released 1993.		
Developed by Philips Media Systems. Released 1991.			☐ Compton's Interactive Encyclopedia	Compton	\$5/R2
☐ CD-i In Schools	Scottish Inter	\$0/R0	☐ Crayon Factory, The	Unknown	\$5/R2
Developed by Scottish Interactive Technolog. Digital Video Cartridge required. Released 04/95. #8190073.			☐ Cream of Eric Clapton, The	Unknown	\$5/R2
☐ CD-i Means Business	Philips	\$0/R0	☐ Digital Video Demonstration Disc	Unknown	\$0/R0
Developed by CapDisc. Released 1991.			Released 1993. #8102006.		
☐ CD-i Product Preview	Philips	\$0/R0	☐ Digital Video POS/Training Disc 1.2	Philips	\$0/R0
Developed by McGill Multimedia. Released 1996.			Developed by SF Consulting, Willow Interact. Digital Video Cartridge required. Released 1994.		
☐ CD-i Training	Philips	\$0/R0	☐ Do You Remember The 60's? Philips		\$5/R2
Released 1996.			Developed by 3T Productions. Released 1996.		
☐ CD-i World (1-1992)	Parker Taylor	\$0/R0	☐ Dutch Masters of the 17th Century	Unknown	\$5/R2
Developed by Big Hand Productions. Released 1992.			☐ Earth Rhythms	Unknown	\$5/R2
☐ CD-i World: Digital Video Free Demo Disc	Parker Taylor	\$0/R0	☐ ECTS 1994 CD-i Games Promo	Philips	\$0/R0
Developed by Valkieser Multi Media. Released 1993.			Developed by Philips Media Systems. Digital Video Cartridge required. Released 11/94.		
☐ CD-i World: ProSource	Parker Taylor	\$0/R0	☐ Einladung CD-i Presentation	Philips	\$0/R0
Developed by Vucom Graphic Systems. Released 1993.			Developed by AudioVisuellen Medien. Digital Video Cartridge required. Released 1993.		
☐ CD-i World: Vol. 1 Issue 1.5	Parker Taylor	\$0/R0	☐ ESP Showreel 1992	Electronic S&P	\$0/R0
Developed by CD-Interactive. Released 1992.			Developed by Electronic Sound and Pictures. Released 1992.		
☐ CD-i/Video-CD Titel Neuheiten 11/95	Philips	\$0/R0	☐ European CD-i Association: CD-i Presentation, The	Euro CDi Assoc	\$0/R0
Released 1995.			Developed by Codim Interactive. Released 1992.		
☐ CD-i: An Established Format In the Market	Philips	\$0/R0			
☐ CD-Interlink	Novare	\$0/R0			
☐ CD-Interlink	Philips	\$0/R0			
☐ CD-Online: Disc 96-11	CD-Online	\$0/R0			
Developed by Lost Boys Interactive. Digital Video Cartridge required. Released 11/96.					
☐ CD-Online: Disc 97-11	Bookmark Online	\$0/R0			
Developed by Lost Boys Interactive. Digital Video Cartridge required. Released 11/97.					
☐ CD-Online: Issue 1	CD-Online	\$0/R0			
Developed by Lost Boys Interactive. Digital Video Cartridge required. Released 04/96. #8190088.					
☐ CD-Online: Issue 1	CD-Online	\$0/R0			
Developed by Lost Boys Interactive. Digital Video Cartridge required. Released 09/95. #8190085.					

☐ European School, The	Philips	\$0/R0	☐ Haunted House	Philips	\$5/R2
Developed by Philips Interactive Media. Digital Video Cartridge required. Released 1993.			☐ How the Camel Got His Hump	Unknown	\$5/R2
☐ Everything You Always Wanted to Ask John Hawkins	Philips	\$0/R0	☐ I Want One!	Philips	\$0/R0
Developed by Philips Media Systems. Digital Video Cartridge required. Released 05/93.			Developed by Valkieser Multi Media. Digital Video Cartridge required. Released 1995.		
☐ Everything You Ever Wanted to Know About CD-i	Philips	\$0/R0	☐ ICDIA 1996 Summit: CD-i Strategy	Philips	\$0/R0
			Released 1996.		
☐ Examples From Grolier Multimedia Encyclopedia	Philips	\$0/R0	☐ ICDIA Awards 1993	Int'l CDi Assoc	\$0/R0
Developed by Philips Media Systems. Released 1988.			Developed by PF Magic. Digital Video Cartridge required. Released 1994.		
☐ Final Product Delivery Specification, App I, N & M	Philips	\$0/R0	☐ ICDIA Awards 1994	Int'l CDi Assoc	\$0/R0
			Developed by CapDisc. Digital Video Cartridge required. Released 1995.		
☐ Flintstones Jetsons Time Warp	Unknown	\$5/R2	☐ ICDIA Awards 1995	Int'l CDi Assoc	\$0/R0
			Developed by Philips Media Systems. Digital Video Cartridge required. Released 1995.		
☐ Flowers of Robert Mapplethorpe, The	Unknown	\$5/R2	☐ ICDIA Awards 1996	Int'l CDi Assoc	\$0/R0
			Developed by Philips Media Systems. Digital Video Cartridge required. Released 1996.		
☐ Food of France, The (Anne Willian Presents)	Philips	\$5/R2	☐ IFA 1993: Digital Video Launch Promo	Philips	\$0/R0
#310690108-2.			Developed by Philips Interactive Media. Digital Video Cartridge required. Released 1993.		
☐ French Impressionists, The	Unknown	\$5/R2	☐ Imation Superdisk Driver for CDI 670	Philips	\$0/R0
☐ Full Swing, The	Unknown	\$5/R2	☐ InterAct: Beurs Voor Interactive Multimedia	Expo Masters	\$0/R0
			Developed by SPC Vision. Released 1995.		
☐ FunTower	Philips	\$0/R0	☐ Internetten Op Je TV: Demo Disc	Philips	\$0/R0
Developed by Big Hand Productions. Digital Video Cartridge required. Released 1994.			Developed by Lost Boys Interactive. Digital Video Cartridge required. Released 02/96. #8140154.		
☐ General CD-i Presentation: Autumn 1993	Philips	\$0/R0	☐ Introduction to CD-i Production	Philips	\$0/R0
Developed by Codim Interactive. Released 1993.					
☐ General CD-i Presentation: March 1994	Philips	\$0/R0	☐ Jazz Guitar	Unknown	\$5/R2
Developed by Codim Interactive. Released 03/94.			☐ Journal Interactif '94	Philips	\$5/R2
☐ Getting Ahead Presentation Skills	Unknown	\$5/R2	Developed by TF1 Enter. Digital Video Cartridge required. Released 1994.		
			☐ Journal Interactif '95	Philips	\$5/R2
☐ Gifts to Behold	Unknown	\$5/R2	Developed by TF1 Enter. Digital Video Cartridge required. Released 1995.		
☐ Golden Oldies Juke Box	Unknown	\$5/R2	☐ Journeys Through Victorian London	Philips	\$0/R0
☐ Golf My Way	Unknown	\$5/R2	Digital Video Cartridge required.		
☐ Golf Tips	Unknown	\$5/R2	☐ Joy of Sex, The	Unknown	\$5/R2
☐ Grand Prix Special (Autosport Magazine Presents)	Philips	\$5/R2	☐ Karaoke Klassics Family Favorites	Unknown	\$5/R2
Released 1994.					
☐ Great British Golf Middle Ages - 1940	Philips	\$15/R3	☐ Karaoke Klassics Greatest Love Duets Vol 1	Unknown	\$5/R2
Developed by NDRA.					
☐ Great Day At The Races, A (Demo)	Philips	\$5/R2	☐ Karaoke Klassics Male Standards Vol 1	Unknown	\$5/R2
Released 1993. #310690128-2.			☐ Karaoke Klassics Pop Female Vol 1	Unknown	\$5/R2
☐ Hanna Barbera's Cartoon Carnival	Philips	\$5/R4	☐ Karaoke Klassics Special	Unknown	\$5/R2
Developed by Philips FunHouse. #310690094-2.					
☐ Harvest of the Sun	Unknown	\$5/R2			
☐ Hasselt FMV Testdisc	Philips	\$0/R0			
Developed by Philips Media Systems. Released 1993.					

Occasions Vol 1

☐ KI Philips CD-i Preview: Summer 1994	Philips	\$0/R0
Released 1994.		
☐ Let the Games Begin	Philips	\$0/R0
Released 1995.		
☐ Little Monster At School	Unknown	\$5/R2
☐ Live With(out) Monty Python	Philips	\$5/R2
Developed by Daedalus CD-i. Digital Video Cartridge required. Released 1994.		
☐ Max Magic	Unknown	\$5/R2
☐ Merlin's Apprentice (Demo)	Philips	\$5/R2
☐ Micro Machines (Preview Version)	Codemasters	\$5/R2
Developed by Codemasters. Attached to the UK CDi Magazine Issue 14 as a cover mount, the demo offered three playable levels from the original game. Released 1995.		
☐ MicroTouch Touch Screen Calibration Disc	MicroTouch	\$0/R0
Developed by Philips Interactive Media. Released 1994.		
☐ Monty Python's Invasion From Planet Skyron	Philips	\$5/R2
Developed by Daedalus CD-i. Digital Video Cartridge required. Released 1995.		
☐ Muzzy: Learn French the Fun Way	Philips	\$0/R0
Developed by Vektor.		
☐ National Parks Tour, A	Unknown	\$5/R2
☐ NFL Football Trivia Challenge (Demo)	Philips	\$5/R2
Developed by CapDisc. Released 1993. #310690103-2.		
☐ Op Jacht Naar Vernuft	Philips	\$0/R0
Developed by Philips Media Systems. Digital Video Cartridge required. Released 10/94.		
☐ Paint School I	Unknown	\$5/R2
☐ Paint School II	Unknown	\$5/R2
☐ Pecos Bill	Unknown	\$5/R2
☐ Peter Gabriel: All About Us	Unknown	\$5/R2
☐ Philips Multimedia Partner Programme 1	Philips	\$0/R0
Developed by Codim Interactive. Released 1992.		
☐ Philips Multimedia Partner Programme 2	Philips	\$0/R0
Developed by Codim Interactive. Released 1992.		
☐ Photo-CD Sampler	Philips	\$0/R0
Developed by Philips Consumer Electronics. Released 1991.		
☐ PIMA CD-i Demonstration Disc	Philips	\$0/R0
Developed by Big Hand Productions. Released 1992.		
☐ PIMA Digital Video Demonstration Disc	Philips	\$0/R0
Developed by Philips Interactive Media. Digital Video Cartridge required. Released 1993.		
☐ Power Match	Philips	\$0/R0

Developed by Big Hand Productions. Released 1993.

☐ Prelude	Unknown	\$5/R2
☐ Professional CD-i Examples	Philips	\$0/R0
☐ Pyramid: Episode I - Treasures of the Lost Pyramid	Philips	\$20/R3
☐ Rand McNally's America-United States Atlas	Unknown	\$0/R0
☐ Rembrandt: His Art and the Music of this Era	Unknown	\$5/R2
☐ Rhythm Maker	Unknown	\$5/R2
☐ Richard Scarry's Busiest Neighborhood Disc Ever!	Unknown	\$5/R2
☐ Ridiculously Short Introduction to CD-i Production	Philips	\$0/R0
Developed by Philips Media Systems. Released 07/93.		
☐ Sailing	Unknown	\$5/R2
☐ Sandy's Circus Adventure	Unknown	\$5/R2
☐ Script Systems: Create Your Own Video CD	Script Systems	\$0/R0
☐ Self-Selling Disc	Philips	\$0/R0
Developed by Philips Interactive Media. Released 08/91.		
☐ Shari Lewis Lamb Chop's Play Along	Unknown	\$5/R2
☐ Shark Alert	Philips	\$0/R0
A virtual encyclopedia of sharks, and though there's a minuscule trivia game within the program it's hardly enough to categorize this as a game. If you don't like it, you can bite me. Pun intended.		
☐ Solitaire	BEPL	\$5/R2
Developed by BEPL. Originally this was released at a trade show as a freebie in limited numbers but only prototypes have yet surfaced and has since been made freeware.		
☐ Some Technical Aspects of CD-i	Philips	\$0/R0
Developed by Philips Media Systems. Released 1989. #22SW1000/00.		
☐ Stickybear Reading	Unknown	\$5/R2
☐ Story Machine Magic Tales	Unknown	\$5/R2
☐ Technical Aspects of Full Motion Video	Philips	\$0/R0
Developed by Philips Media Systems. Digital Video Cartridge required. Released 03/93. #22SW1017/00.		
☐ Tele CD-i Demonstrator 0.99	Unknown	\$0/R0
☐ Tell Me Why I	Philips	\$5/R2
☐ Tell Me Why II	Philips	\$5/R2
☐ Tennis Our Way	Philips	\$5/R2
Digital Video Cartridge required. ©1994 Worldvision Home Video, Philips.		
☐ Tic Tac Toe	BEPL	\$5/R2
Developed by BEPL. Originally this was released at a trade show as a freebie in limited numbers but only prototypes have yet surfaced and has since been made freeware.		
☐ Time Life Photography	Unknown	\$5/R2

- | | | |
|--|-----------------------|---------------|
| ☐ Titanic: An Interactive Exploration | Philips | \$5/R2 |
| Narrated by Patrick "Captain Picard" Stewart. One of the best of its ilk: a complete documentary with loads of information, photos, and data. If you really want to know the story about the Titanic, don't listen to that lying tramp from the movie, check out this disc. Digital Video Cartridge optional. | | |
| ☐ Title Sampler | Philips | \$0/R0 |
| Developed by Big Hand Productions. Released 10/92. #8100038. | | |
| ☐ Treasures of the Smithsonian | Unknown | \$0/R0 |
| ☐ TR-I: No World Order | Unknown | \$5/R2 |
| ☐ Ultimate Noah's Ark | Philips | \$5/R2 |
| Released 1994. | | |
| ☐ Understanding CD-i | Philips | \$0/R0 |
| Developed by Philips Media France. Released 1995. #8190067. | | |
| ☐ Validation Disc 1 | Philips | \$0/R0 |
| Developed by Philips, Microware. Released 1989. | | |
| ☐ Validation Disc 2 | Philips | \$0/R0 |
| Developed by Sony. Released 1990. | | |
| ☐ Valkieser CD-i Demo Disc 1.2 | Valkieser | \$0/R0 |
| Developed by Valkieser Multi Media. Released 1991. | | |
| ☐ Video CD Tools & Overview | Philips | \$0/R0 |
| Developed by Gerard Smelt. Released 1994. | | |
| ☐ Vision Factory: Bundle Disc, The | Codim Interact | \$5/R2 |
| Developed by SPC Vision. This CD contained demos of SPC Vision games including Accelerator, Dimo's Quest, Steel Machine and The Apprentice. Bundled with an issue of the Dutch based CD-i magazine in collaboration with "free record shop", a multi media store in the Netherlands which often ran promotions with the magazine including money off coupons. It's interesting to note that Accelerator, one of the games included as a demo didn't hit retail shelves until three years later. Released 1994. | | |
| ☐ Visit to Sesame Street Letters, A | Philips | \$5/R2 |
| Released 1991. ©1991 Children's Television Workshop. | | |
| ☐ Visit to Sesame Street Numbers, A | Philips | \$5/R2 |
| Released 1991. | | |
| ☐ Why CD-i? | Philips | \$0/R0 |
| Released 1991. | | |
| ☐ World of CD-i 1995, The | Philips | \$0/R0 |
| Developed by Case Interactive. Digital Video Cartridge required. Released 09/95. #8180076. | | |
| ☐ World of Impressionism, The | Unknown | \$5/R2 |
| ☐ World of Opportunities | Philips | \$0/R0 |
| Developed by Pacific Video Resources. Digital Video Cartridge required. Released 1993. | | |
| Total # of items for this section: 166 | | |
| Total # of items in all: 352 | | |

TECHNICAL NOTES

Processor: Motorola 68070 RISC (16-bit)
 Processor Speed: 15.5 MHz
 Memory: 1MB RAM (expanded to 2.5MB with Digital Video Cartridge) + 8k NVRAM (for config info and game saves)
 Resolution: 384 x 280 thru 768 x 560
 Colors: 32,768 or 16 million+ (MPEG standard) with Digital Video Cartridge.
 Sound: 8-channel stereo
 Game Media: Compact Disc
 Drive Speed: 1x

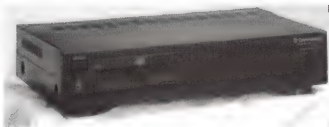
One of the primary selling points of this system was that you could play ANY CD-i disc on ANY CD-i player. Even the usual PAL vs. NTSC issues are eliminated. A CD produced in the UK plays perfectly fine in the US or Japan and vice-versa.

HISTORICAL NOTES

Launched in the USA 1991. Original retail price: \$399.99.



In the early 90's the population was still divided between computer users and non-computer users. Computer companies were desperately trying to grab that other market before anyone else and some thought that the best way was the introduction of "multimedia" machines which touted ease of use and style. Commodore's CDTV certainly achieved the former with its remote controller (similar to a TV remote but sideways like a game pad) and an interface intended for . In addition, its black case looks perfectly at home in a typical entertainment center.



Looking back at failures such as the CDTV and similar machines such as the CD-i and VIS it was clearly a mistake. The hardware was based on the popular 16-bit Amiga 500 computer with a few enhancements. Though the intended market was non-computer users, advertisement was almost solely directed at existing Amiga users. Unfortunately for Commodore, they were not willing to pay the launch price of \$999 when the more advanced Amiga 3000 was already on the market and the Amiga 600 was due out soon after.

The CDTV was released in early 1991 in both Europe and America. Initial sales in the UK were good and Commodore began developing the CDTV2, also called the CDTV CR ("Cost Reduced"). The intent was to reduce the cost of the system while also using the more advanced Amiga 600 technology. Sales of the original CDTV quickly fell and by 1993 they stopped selling it and the CDTV2 project was scrapped. Soon after the CD32 was released which was a whole new direction for Commodore: the video game console.

Being a bit of a hybrid system (not really a computer but not a video game console either) the CDTV is mostly overlooked by collectors. The fact that the CD library consists mostly of edutainment titles is no great plus either. However, it is interesting as a note in Commodore's history and there are still a decent amount of games (43). The CD32 is backwards compatible with many of the CDTV games, but there are a few games that can only be played on the CDTV. Whether they are worth getting a CDTV to play them is debatable though.

As with the CD32, games are nearly impossible to find "in the wild" but typically plentiful and cheap online (if you can stand to weed through all the edutainment titles). The system itself is difficult to find but low demand keeps the price low as well unlike the CD32.

- Keir Manchester-Howell

Section written and maintained by Keir Manchester-Howell.
 Edited by Joe Santulli.

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete".

U.S. GAME RELEASES

USA

- | | | |
|---|------------------------|----------------|
| ☐ Air Warrior | On-Line Ent | \$10/R6 |
| ☐ Battle Chess | Interplay | \$10/R6 |
| Original game designed by Michael Quarles, Jay Patel, and Tropy P. Worrell. Traditional/Board Game. | | |
| ☐ Battlestorm | Titus | \$15/R5 |
| BOX DESCRIPTION: "Control the throbbing pulse of Battlestorm... a fantastic Shoot'em up from Titus which will give you hours of entertainment on your CDTV: total interactive gameplay with 100% action, multi-directional scrolling, detailed animations and CD recorded sound." Released 1991. | | |
| ☐ Case of the Cautious Condor, Tiger Media The | | \$5/R3 |
| ☐ Casino Games | Saen Software | \$10/R8 |
| Traditional/Casino Game. | | |
| ☐ Chaos in Andromeda | On-Line Ent | \$5/R6 |
| Fairly easy to find the OEM version (CD only). | | |
| ☐ Classic Board Games | Merit | \$6/R5 |
| Chess, checkers and backgammon. Traditional/Board Game. | | |
| ☐ Cover Girl Strip Poker | On-Line Ent | \$5/R4 |
| Traditional/Casino Game. | | |
| ☐ Curse of Ra, The | Rainbow Arts | \$10/R6 |
| ☐ Defender of the Crown | CDTV Publishing | \$19/R5 |
| ☐ E.S.S. Mega | Coktel Vision | \$10/R8 |
| E.S.S. stands for "European Space Simulator". | | |
| ☐ Emerald Mines | Almathera | \$10/R5 |
| A Boulder Dash clone which was originally released on floppy for Amiga computers by Kingsoft in 1987. Action/Maze Collect. | | |
| ☐ Falcon | Spectrum Holo | \$10/R8 |
| Developed by Mirrorsoft. | | |
| ☐ Fantastic Voyage | Centaur | \$10/R6 |
| ☐ Global Chaos CDTV | Hex | \$5/R6 |
| Contains the platform game Top Banana, some demos and CD music tracks. Top Banana and the CD tracks will work on a CD32, but not the demos. Miscellaneous/Compilation. | | |
| ☐ Guy Spy and the Crystals of Armageddon | Readysoft | \$4/R2 |
| Not even close to rare, though some people will say otherwise. The problem is that the PC and CDTV versions are on the same CD though it doesn't say this anywhere on the case. Just look for the PC version of Guy Spy with the thick red bar along the bottom of the insert. Action/Full-Motion Video (Animated). | | |
| ☐ Hound of the Baskervilles, The | On-Line Ent | \$11/R6 |
| An interactive murder mystery based on the Sherlock Holmes novel by Sir Arthur Conan Doyle. | | |
| ☐ Labyrinth of Time, The | Electronic Arts | \$15/R7 |

Puzzle/Point & Click.

- | | | |
|--|------------------------|----------------|
| ☐ Lemmings | Psygnosis | \$3/R2 |
| Puzzle/Logic. Released 1991. | | |
| ☐ Logical | Rainbow Arts | \$10/R7 |
| ☐ Mind Run | Crealude | \$5/R5 |
| ☐ Murder Makes Strange Deadfellows | Tiger Media | \$15/R8 |
| ☐ North Polar Expedition | Virgin | \$25/R9 |
| ☐ Power Pinball | Karmasoft | \$5/R4 |
| Traditional/Video Pinball. Released 1991. | | |
| ☐ Prehistorik | Titus | \$30/R6 |
| ☐ Prey: Alien Encounter | Almathera | \$5/R4 |
| ☐ Psycho Killer | On-Line Ent | \$3/R2 |
| ☐ Raffles | Edge Interact | \$10/R6 |
| ☐ Sherlock Holmes, Consulting Detective | Icom | \$10/R6 |
| ☐ SimCity | Infogrames | \$5/R3 |
| Simulation/Resource Management. Released 1991. | | |
| ☐ Snoopy: The Case of the Missing Blanket | Edge Interact | \$8/R5 |
| Released 1991. | | |
| ☐ Space Wars | Odyssey | \$10/R6 |
| ☐ Spirit of Excalibur | Virgin | \$15/R7 |
| ☐ Super Games Pak | Odyssey | \$10/R5 |
| Miscellaneous/Compilation. Released 1991. | | |
| ☐ Team Yankee | Empire | \$10/R7 |
| 3D tank combat simulator based on the 1987 novel "Team Yankee" by Harold Coyle. Compatible with the CD32. Simulation/Land Vehicle Combat. | | |
| ☐ Tiebreak | Starbyte | \$15/R7 |
| ☐ Town with No Name | On-Line Ent | \$5/R3 |
| ☐ Trivial Pursuit: The CDTV Edition | Domark | \$5/R4 |
| Two-CD version of the popular board game. Questions are spoken aloud by cartoon versions of historic figures (Albert Einstein, Christopher Columbus, etc.). Traditional/Board Game. Released 1991. | | |
| ☐ Turrican 2 | Rainbow Arts | \$10/R7 |
| ☐ Ultimate Basketball | Context Systems | \$10/R6 |
| Sports/Basketball. | | |
| ☐ Will-Bridge Practice Collection, The | Will-Bridge | \$20/R9 |
| ☐ Wrath of the Demon | Readysoft | \$3/R1 |
| The most over-manufactured CDTV CD ever. A little harder to find complete with CD inlay but still common. | | |
| ☐ Xenon 2: Megablast | Mirrorsoft | \$25/R6 |
| Total # of items for this section: 43 | | |

NON U.S. GAME RELEASES

Germany

- ☐ **Holiday Maker** **Software 2000** **\$0/R0**
A graphic text adventure in German. Role-Playing/Text Adventure.
- ☐ **Stadt der Löwen, Die** **Software 2000** **\$0/R0**
This German graphic text adventure from the creators of Holiday Maker takes place in Singapore. The title translates to "The City of the Lions". Role-Playing/Text Adventure. Released 1991.
- Total # of items for this section: **2**

HARDWARE AND PERIPHERALS

- ☐ **3.5" External Disk Drive** **Commodore** **\$15/R6**
- ☐ **CDTV Genlock Module** **Commodore** **\$30/R7**
BOX DESCRIPTION: "The CDTV genlock module allows you to mix external video signals with images from your CDTV player."
#CD1301.
- ☐ **Console, CDTV** **Commodore** **\$50/R4**
Can vary greatly in price depending on condition, completeness and the alignment of the planets. Released 1991. #CD1000.
- ☐ **Controller, Keyboard** **Commodore** **\$20/R5**
- ☐ **Controller, Mouse** **Commodore** **\$15/R5**
Standard Commodore mice are not compatible with the CDTV, making this item more expensive than you would think.
- ☐ **Controller, Remote** **Commodore** **\$10/R5**
Wireless controller which looks a TV remote but is held like a game pad. Released 1991. #25294-02.
- ☐ **Controller, Track Ball** **Commodore** **\$50/R8**
#CD1200.
- Total # of items for this section: **7**
- Total # of items in all: **52**

HISTORICAL NOTES

Launched in the USA 1991. Original retail price: \$999.

TECHNICAL NOTES

Processor: MC68000 (16-bit)
Processor Speed: 7.14 Mhz
Video Processor: ECS
Color Palette: 4096
Colors: 32 max on-screen, 4096 max for video
Memory: 512K RAM, later expands to 1MB RAM
CD-ROM Drive: 1x speed
Game Media: Compact Disc



Being a fan of Sega consoles is much like a rollercoaster ride. Grueling climbs, smooth straightaways, white-knuckle climaxes, and impossible, free-falling declines.

The shortest ride of all was that of the Sega Dreamcast, which took of one sun shiny day on September 9, 1999, provided all of the thrills Sega fans have come to expect, and included a heart-stopping sudden end when it was abruptly discontinued in January 2001.

Many of us called the sudden discontinuation of the Saturn a fluke, since Sega had previously hung in there with their consoles. The Master System went head-to-head with the behemoth Nintendo Entertainment System (NES) and despite a sound thrashing returned, ever-vigilant, with the Genesis, going toe-to-toe once again with Nintendo's Super NES and NEC's TurboGrafx-16, a run of eight years of highs and lows. Sega's decision to pull the Saturn seemed premature but it was nothing compared to the disappointment of their announcement that Dreamcast was done... a mere sixteen months from its US launch.



Ah, the launch. That was a happy time. The Dreamcast offered everything gamers wanted. Clearly cutting-edge graphics, built-in four-player support, even online connectivity (the first game console to do so) through its internal 56k dial-up modem. The lineup of games available at launch is among console gaming's finest, from the natural joys of **Sonic Adventure** and **Hydro Thunder** to the incredible fighting classic **Soul Calibur** to the unexpectedly good **Power Stone**, with sure-fire hits **House of the Dead 2** and **Ready 2 Rumble**... there was no shortage of quality titles. The launch even featured two flight sims in **AeroWings** and **Air Force Delta**. Now that's what I call "something for everyone".

Sega and third party developers continued to deliver quality titles from beginning to end. The inclusion of built-in online gaming finally paved the way for many console gamers who were given an easy and functional way to connect with the outside world. **Phantasy Star Online** created not only an online world but a sense of community in gaming circles. The ability to play a game like **Quake 3 Arena** opened up a whole new world and bridged a long-time gap between PC and console gaming.

The built-in modem wasn't the only innovation. A microphone allowing you to interact with the game (as in the quirky but engaging **Seaman**) or with others (**Alien Front Online**) surely provided the spark for today's online and voice-activated gaming titles. And let's not forget that a number of games were keyboard compatible, a terrific feature in those "just before headset" days of **Phantasy Star Online** and providing the only tool you need to enjoy one of the console's most memorable titles, **The Typing of the Dead**.

The sudden end of the system also meant the sudden end of some promising projects, such as the PC conversion of **Half-Life**, the arcade-like airplane battle **Propeller Arena** (which was reportedly cancelled because of the 9/11 attacks), and the system's only bowling prospect, **PBA Bowling 2001**. The good news for Dreamcast fans is that a system powered by Microsoft CE means that it is very accessible to those talented enough to develop games for a PC. This means that you can find a number of public domain games and emulators, and recently even quality new homebrew titles.

- Joe Santulli

Section written and maintained by Don Evanoff and Jaan Baart. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Dave Giarrusso, dreamcasthistory.com, Thomas Holzer, Don Rogers, and Russ Perry Jr.

Game Release Notes: This system is priced as "complete" due to its relative newness. Complete games include the manual, CD case, inner artwork (which shows through the back of the CD case), and of course, the game itself.

Lots of additional non-US releases that could not be squeezed into these pages are on the Digital Press website. Click the "Online Rarity Guide" link and find all kinds of additional import game information on this system.

U.S. GAME RELEASES

102 Dalmatians: Puppies to the Rescue (Disney's) Eidos \$5/R2

Developed by Crystal Dynamics. Title based on the Disney movie. Typical 3D platformer, controlling a Dalmatian puppy through different levels based on scenes from the 102 Dalmatians movie. Run, jump, bark, collect to complete your tasks. Action/Platformer/3D. SANTULLI SLANT: Way too many games fall into this "3D Platformer" category, a genre that I never really enjoy. Take it for what it's worth, from a guy who couldn't really even get into Super Mario 64, this game finds you as a pup running around various "3D Worlds" rescuing boxed puppies, grabbing floating bones, digging up bonuses, and performing menial tasks to win the boss battles. The graphics are ok but the game is plain vanilla stuff. Veterans: picture "Croc 3D" or some other second-rate 3D platformer toned down for kids. [Gr: 7, So: 7, Ga: 5, Ov: 5] Released 11/14/00.

18 Wheeler: American Pro Trucker Sega \$6/R1

Developed by AM2 (Sega). Based on the 2000 Sega coin-op. Accurate port of the arcade game by the same name, the Dreamcast version also included mini-games such as parking challenges and timed runs. The game can be finished in an afternoon, but this is because it is a home version of an arcade game. Arcade games aren't designed to be played in forty hour increments. Graphics are dead-on to arcade, controls like the arcade game, sounds like the arcade game. Coin-op sequel, King of Route 66 was released on the PS2. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5 and 6 (out of 10). Released 05/22/01.

4 Wheel Thunder Midway \$5/R2

Developed by Kalisto. Arcade-style off-road racing game. Over the top at times, with decent graphics and sound. Nothing extraordinary, since this formula was applied to countless titles, either by Midway or ripped-off from Midway, with titles like Hydro Thunder and Arctic Thunder providing examples of two games that were more successful of the formula. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5 and 6 (out of 10). Released 05/03/00.

4x4 Evolution GOD \$5/R2

Developed by Terminal Reality. Off-road racing with a slant towards realism, using licensed trucks. Overall arcade handling and physics only added confusion to the final product. You can build up your vehicles, customize with new tires, suspensions, and hardware for different race conditions and changing terrain. Decent graphics, but the game needed to decide whether it should be a sim racer or an arcade racer. GOD stands for "Gathering of

Developers". Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (out of 10). Released 10/31/00.

AeroWings Crave \$7/R3 a.k.a. Aero Dancing

Developed by CRI. Gorgeous looking title, with excellent controls, beautiful lighting effects, incredible plane models for the time, excellent sound. What was confusing for people was what the Dreamcast American public was expecting and what they got. They were expecting an aerial combat simulator... what they got was an aerial maneuver simulator. AeroWings was AeroDancing from Japan, renamed for a US market that is apparently afraid of dancing. The unusual nature of the title was what hurt it's acceptance with reviewers and players, who were expecting a 128-bit contender for Ace Combat. Simulation/Air Vehicle Combat. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (out of 10). Released 09/09/99.

AeroWings 2: Airstrike Crave \$12/R2 a.k.a. Aero Dancing F

Developed by CRI. Follow-up to AeroWings. With limited combat added this time, but not as polished as the original title, AeroWings 2 failed to impress. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 4 (out of 10). Released 08/08/00.

Air Force Delta Konami \$6/R2

First aerial combat game for the Dreamcast. Controlled fine, more arcade style than simulation. Respectable graphics, smooth frame-rate, but very easy to play. Showed the potential of future fighter games from Konami. Simulation/Air Vehicle Combat. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5.5, and 5 (out of 10). Released 09/09/99.

Alien Front Online Sega \$4/R2

Developed by Wow Entertainment (AM1). Originally came with a microphone. The game is packaged in a cardboard box like Seaman. One of, if not, The star of Dreamcast's online gaming prowess. A third-person shooter with a single-player story mode where you can be either the earth defending tank forces or the invading alien forces. Battles take place in destructible environments from Tokyo and Washington D.C. to the desert outside of Area 51. Creative weapons, relentless combat, difficulty level that skyrocketed further into the story, but insanely addictive. Online mode incorporated eight player combat, with four human tanks against four alien tanks. Deathmatch, capture the flag, the standard fare for shooters at the time. What sent this title over the top for online play, when compared to other Dreamcast online titles like Quake III and Unreal, was the use of the microphone to talk to teammates and to taunt the players on the other team. Countless hours online can attest to the fact that Sega could make 56k speeds work smoothly for 60fps games with voice chat. Brilliant piece of work. Shooter/Vehicular Combat. Supports online play. LANDMARK: First to use the microphone for online voice-chat. Tapping one button could allow the player to communicate with teammates, while holding the same button would allow communication with the everyone on the playfield. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5 and 5.5 (out of 10). Released 08/09/01.

Alone In The Dark: The New Nightmare Infogrames \$5/R2

Developed by Dark Works. Late release on the system. A continuation of the Alone in the Dark franchise that started the survival horror genre. Beautiful graphics, excellent overall production design, a real gem to look at and play. You can play as either Edward Carnby or Alice Cedrac, investigating the death of a

friend while exploring Shadow Island. Action/Survival Horror.
Released 09/01/01.

-  **Armada** **Metro3D** **\$6/R2**
A combination top-down 3D space shooter, RPG, and multi-player game. Originally supposed to incorporate online for MMORPG game play, multi-player was reduced to 4 controller use. You must fight off aliens while exploring the different worlds and meeting different species. The more missions and aliens you defeat, the more experience points you gain and more levels you increase. It's a love it or hate it experience, but it is far from any game that can be nailed down in one genre. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 6, and 5 (out of 10). Released 11/24/99.

-  **Army Men: Sarge's Heroes** **Midway** **\$4/R2**
Developed by Studio 3DO. Third-person shooter, and another addition to a franchise that should have been euthanized a long time ago. Sarge is out for revenge in this title, as his fellow soldiers have taken a serious beating at the hands of the enemy, and Sarge must take on an entire army to win. Sarge's Heroes did benefit from the Dreamcast's better graphics and resolution, and the improved power of the system over it's PlayStation counterpart made for some good multi-player combat without the annoying slowdown. Overall average title. PERIODICALS: Electronic Gaming Monthly gave this game a 4 (out of 10). Released 11/01/00.

-  **Atari Anniversary Edition** **Infogrames** **\$5/R2**
Contains Asteroids, Asteroids Deluxe, Battlezone, Centipede, Crystal Castles, Gravitar, Millipede, Missile Command, Pong, Super Breakout, Tempest, and Warlords. Miscellaneous/Compilation. Released 08/01/01.

-  **Bang! Gunship Elite** **RedStorm** **\$7/R3**
Developed by BayLand. Respectable space shooter. Good graphics, decent controls, good sound, some early use of the lens flare effect that actually looked intentional, not gimmicky. Similar in game play to Blast Radius, where destruction of the enemy is the goal, and not much else. If you like shooter, though, a fun title. This game will not support VGA monitors (using a "VGA Box" or similar adapter). Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (out of 10). Released 12/22/00.

-  **Bangai-o** **Crave** **\$25/R4**
a.k.a. Bakuretsu Muteki Bangaioh
Developed by Treasure. A 360-degree shooter. You pilot the mighty Bangai-O as you blast your way through 44 levels imaginative aliens and puzzles. Your missions is to stop the spread of the intergalactic crime syndicate trying to get a stranglehold on the interstellar fruit trade. (?) Yeah, I said fruit trade. Solid shooter, though. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 03/22/01.

-  **bleemcast! Gran Turismo 2** **bleem** **\$6/R3**
bleemcast discs require the original PlayStation game to play. It enhances the graphics to Dreamcast quality. In the case of Gran Turismo 2, the frame rate was bumped up from 25 fps to 45fps! All controls and options are carried over, including game saves to the VMU. Ironically, since Gran Turismo 2 was not compatible with the PC Bleemcast. Could play NTSC, NTSC-J, and PAL versions of game. Racing/Street Racing. LANDMARK: First of the bleemcast titles for the Dreamcast. BOX DESCRIPTION: "This was the only bleemcast disc to come in a cardboard sleeve, instead of the jewel cases of the later releases."

-  **bleemcast! Metal Gear Solid** **bleem** **\$6/R2**
bleemcast discs require the original PlayStation game to play. It enhances the graphics to Dreamcast quality. For Metal Gear Solid, bleemcast improved the frame rate from 25fps to 45fps. Could play

NTSC, NTSC-J, and PAL versions of game. Action/3D Adventure.

-  **bleemcast! Tekken 3** **bleem** **\$6/R2**
bleemcast discs require the original PlayStation game to play. It enhances the graphics to Dreamcast quality. Subtle frame rate improvement this time, but that could be due to the fact that Tekken 3 already looked so darned good on the PlayStation. Could play NTSC, NTSC-J, and PAL versions of game. Fighting/Tournament Style.

-  **Blue Stinger** **Activision** **\$3/R1**
Developed by Climax Graphics. Third person action game where you must discover the secrets of an asteroid that crashed on earth 65 million years ago, and prevent the destruction from happening again. Cinematic presentation to give the game the feel of playing a movie. Camera is behind the back, unlike the Japanese version, which used fixed camera angles like Resident Evil. Action/3D Adventure. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4.5, 4, and 4 (out of 10). Released 09/09/99.

-  **Bombberman Online** **Sega** **\$10/R2 +**
Developed by Hudson Soft. Cel-shading makes it's way to the Bombberman franchise. Now compete offline and online. Online play allowed 8 player battles. New modes like submarine battle add to the staple of traditional battle modes of Bombberman. Single player story mode included as well. Action/Head-to-Head Combat. Supports online play. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5 and 8 (out of 10). Released 10/20/01.

-  **Bust-a-Move 4** **Acclaim** **\$10/R3**
Developed by Cyber Front. Based on the Bust-a-Move arcade series started in 1993 by SNK. Outside of the U.S., these games are part of the "Puzzle Bobble" series. 1-2 players and the inclusion of a create-a-level mode. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 06/01/00.

-  **Buzz Lightyear of Star Command, (Disney/Pixar's)** **Activision** **\$10/R3**
Developed by Traveller's Tales. You play Buzz Lightyear racing against the evil Emperor Zurg. It's the Space Ranger team against Zurg's baddies competing through 14 levels. 3D environments, decent graphics based on the cartoon series Buzz Lightyear of Star Command. Oddly enough, only a single-player racing title. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). SANTULLI SLANT: There are TWO Buzz Lightyear games, and though both of them pretty much feature the tiny hero running through various environments, this one is based on the cartoon series while the other one is based on the movies. I didn't even know there was a cartoon series. And I'm glad, because the quality of the cartoons spliced into the gameplay is really shoddy. In this one, you race the boss to the end of a level, through a series of caves, floating platforms, tunnels, bridges, and other sundry obstacles. Along the way, there are power-ups and bonuses, bad guys to take out for points and some pretty creative level design. Veterans: picture three parts "Mad Dash" and one part "Chase HQ". [Gr: 5, So: 7, Ga: 8, Ov: 7] Released 10/04/00.

-  **Caesar's Palace 2000** **Interplay** **\$12/R3**
Developed by Runecraft. Flat presentation, terrible sound, bland graphics mark this gambling title. Games include Spanish 21, Blackjack, Roulette, Craps, Mini-Baccarat, Slot Machines, electronic Poker units, Pai-Gow, just to name a few. Traditional/Casino Game. Released 09/25/00.

-  **Cannon Spike** **Capcom** **\$15/R3**
a.k.a. Gunspike
3D fighting game ported from the arcade game of the same title. Similar in play to a Smash TV, with lots of shooting and punching in

all directions. Only problem is it's very short. Shooter/Third-Person Shooter. EASTER EGGS: Two characters are playable but are not shown from the selection screen. On the character selection screen, go off the screen to the right to select B.B. Hood, and off the screen to the left for Mega Man. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6 and 6 (out of 10). Released 11/16/00.

 Capcom vs. SNK: Millennium Fight 2000 **Capcom** **\$15/R3**

Based on the 2000 Capcom/SNK coin-op. Can link with the Neo-Geo Pocket game "SNK vs. Capcom: Match of the Millennium". Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5 and 8 (out of 10). Released 11/10/00.

 Carrier **Jaleco** **\$5/R2 -**

Takes place in the 21st century, where a prehistoric organism begins spreading through humans to eventually infect the world. You fight your way through infected drones (sci-fi equivalent of the undead) to eliminate the menace. Average graphics and game play. Action/Survival Horror. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5, 5.5, and 4 (out of 10). Released 03/01/00.

 Centipede **Atari** **\$3/R1**

Based on the 1980 Atari coin-op. Original arcade game designed by Donna Bailey. A 3D remake of Atari's classic Centipede, this "update" has graphics that look rushed and gameplay that doesn't match the speed and intensity of the original. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 4.5, 4, and 4 (out of 10). Released 11/23/99.

 Championship Surfer **Mattel Interact** **\$10/R3**

Developed by Krome Studios. Up to 4 players can play. 40 moves with 20 tricks to perform, and 5 modes of play including trick attack, arcade, free surf, rumble, and a championship circuit. Worst surfing ever? No, but an average title. Similar to Kelly Slater Pro Surfer on PS2. Sports/Extreme Games. Released 12/04/00.

 Charge N' Blast **Infogrames** **\$10/R3**

Developed by CRI. Third- and sometimes first-person shooter. Standard graphics for the Dreamcast. Alternates between the two view modes to take on enemies and bosses. 3D update of the classic 2-D shooter theme. 1 or 2 players. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5 and 4.5 (out of 10). Released 02/07/01.

 Chicken Run **Eidos** **\$8/R2**

Developed by Blitz Games. Based on the 2000 Peter Lord / Nick Park (Wallace and Gromit) movie of the same name. Action/3D Adventure. SANTULLI SLANT: This game is just way too hard for kids. That plus I'm not very good at hard games. I tend to choke under pressure, get more things wrong the next time I encounter them, and rush through - and subsequently DIE through - previously passed areas to "catch up to where I was before". I've also learned that when I find myself in this situation, it's not MY fault, it's the fault of the game. This game mixes a bit of stealth in with puzzle-solving elements in a quasi-3D environment. Could be a good game for very brilliant kids with lots of patience or adults who are not like me. Veterans: picture "Metal Gear Solid" with children's and very little weaponry and interaction with the environments. [Gr: 7, So: 8, Ga: 6, Ov: 6] Released 11/17/00.

 Chu Chu Rocket **Sega** **\$3/R1 +**

Developed by Sonic Team. A puzzle game where you direct the movement of the characters (mice or cats) by placing directional tiles in the path of the characters' movement. The tiles will lead the characters to the intended objective, be it to a rocket ship for escape, away from the feeding cats, or sometimes the cats away from the mice. Fast, frenetic pacing, multiplayer action as well,

colorful graphics, challenging but extremely addicting game. One of the must-haves for the system. This game was packaged with the console in Europe. The first online game for the Dreamcast, it's only drawback was the 1 second delay from your input to the action executed on the screen. Puzzle/Action. Supports online play. LANDMARK: This was the first Dreamcast game to feature online play. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, 9.5, and 8.5 (out of 10). Released 03/07/00.

 Coaster Works **Xicat** **\$5/R4**

Developed by BimboSoft. Roller coaster construction on a disc. Fun, although limited in depth because it focuses almost solely on coaster construction. Multiple camera angles to view your creation in action. Six levels of difficulty. You can even ride the wild machine once your done. Does not offer full theme park administration. Simulation/Resource Management. Released 05/16/01.

 Confidential Mission **Sega** **\$20/R3**

Developed by Hitmaker. Based on the 2000 Sega coin-op. Players become Howard Gibson or Jean Clifford in this excellent light-gun game. Oft considered a sequel to Virtua Cop, Confidential Mission also includes the hostage rescue mechanic previously seen in the House of the Dead series. Shooter/Target Shooting "Gun Games". Light Gun compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5 and 5.5 (out of 10). Released 05/17/01.

 Conflict Zone **Ubi Soft** **\$15/R4**

Developed by Mathematiques Appliquees. A part of the PC game by the same title, game play is similar to many RTS games currently on the market. Deploy troops, build armies, seek out the enemies, complete objectives. The player can control either the UN peacekeeping forces OR terrorists, and success is measured through media coverage and public opinion as well as battlefield victories. Controls are a little clumsy, but a satisfying RTS. Check out the credits sequence for a good laugh. Simulation/Real-Time Strategy. Released 12/17/01.

 Crazy Taxi **Sega** **\$3/R1 +**

Developed by Hitmaker. Based on the 1999 Sega coin-op. You can't say you're a gamer and not know what this game is about. Close, if not AT, the top of your list of must-haves for the Dreamcast. Drive at break-neck speeds through the streets of San Francisco. Pick up a variety of passengers and quickly get them to their destination before time runs out. Full of product placement, Crazy Taxi has you running pedestrians to Fila, KFC, Tower Records, you name it. Because of the Naomi architecture of the Dreamcast, almost a perfect port of this beloved arcade game. Packed with tons of mini games as well, you'll never tire of this title. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 9, and 9 (out of 10). Released 02/02/00.

 Crazy Taxi 2 **Sega** **\$10/R2 +**

Developed by Hitmaker. Follow-up to the original Crazy Taxi, this time the citizenship takes place in New York City. Map layout is a little different as more 90 degree turns are present. The usual mini-games are included, as well as a hidden "night driving" mode. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5 and 8 (out of 10). Released 05/31/01.

 D2 **Sega** **\$10/R2**

a.k.a. **D no Shoukautaku 2**

Developed by Warp. The sequel to D. You must find out why people are turning into monsters, and how you survived for 8 days in a blizzard without any protection. Slow moving, sci-fi/fantasy storyline. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 7.5 and 5.5 (out of 10). Released 08/22/00.

 Dave Mirra Freestyle BMX **Acclaim** **\$3/R1**

Developed by Z-Axis. Tony Hawk style BMX game. Tricks and

stunts, either alone or in competition. Take on a career mode, or free bike. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 11/21/00.

 **Daytona USA** **Sega** **\$7/R2**
Developed by Amusement Vision. Based on the 1994 Sega coin-op. Sega packed quite a lot into this Dreamcast update. Online modes including downloadable driving records, online ghost training, and online racing. 2-player split-screen offline, 8 circuits, 40 cars available for play. Can be tough at times, but a steering wheel gave it the right feel. Plug this in to a VGA adapter to really treat yourself to the arcade experience. Racing/F1/Indy/Stock Cars. Supports online play. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9 and 9 (out of 10). Released 03/13/01.

 **Dead or Alive 2** **Tecmo** **\$15/R3**
Based on the 1999 Tecmo coin-op. This game was a head turner when it appeared on the Dreamcast, and for more reasons than it's excellent fighting physics. Character models are beautifully rendered, fully 3D fighting environment, and out-of-place hard-rock soundtrack make for a must-have fighter on this, or any, system. The women received special attention to their modeling, with their movements excellent, well, their "other" bodily movements. Depending on the age you entered in the player profile, the older you were, the more jiggle there was. The original Japanese "nude" opening is also unlockable in the US version. Fighting/Tournament Style. EASTER EGGS: Put the disc into your PC CD-ROM drive to find MS Windows wallpaper images in the /Bonus directory. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and 8.5 (out of 10). Released 03/14/00.

 **Death Crimson OX** **Sammy** **\$3/R1 -**
Developed by Ecole. Did not have the voice recording ability like it's Japanese counterparts. Below average gun game, part of an ongoing series of Death Crimson titles from Japan. Shooter/Target Shooting "Gun Games". Light Gun compatible. Released 08/01/01.

 **Deep Fighter** **Ubi Soft** **\$10/R3**
Developed by Criterion Games. A unique under water combat game that included unusual missions, like excavating material from wreckage, that only added to the game's charm. Very unusual for a Dreamcast game, this was a 2-disc game, but probably due to the lush graphics and 100+ cut scenes in the game. Simulation/Sea Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 08/23/00.

 **Demolition Racer: No Exit** **Infogrames** **\$5/R2**
Developed by Pitbull Syndicate. Smashing is good, and smashing in 128-bit mode is even better. This has always been a fun series (N64 excluded), and No Exit is no exception. 14 tracks, 16 cars, tons of race and smash modes, everything you could want in a derby game is here. 2-player split-screen available, as well as VGA support. Racing/Combat/Demolition. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5 and 7 (out of 10). Released 10/25/00.

 **Dino Crisis** **Capcom** **\$7/R2**
Capcom's answer to Jurassic Park. This was Resident Evil, but zombies replaced with dinosaurs...literally. Extremely tough game, as it seemed you never had enough ammo to complete the game. First of the Resident Evil based games to use rendered backgrounds for destructible walls by the dinosaurs. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 11/16/00.

 **Dinosaur (Disney's)** **Ubi Soft** **\$8/R3**
Developed by Sandbox Studios. Based on the 2000 Disney movie. 3D action/puzzle game. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 5 (out of 10). SANTULLI SLANT: Take control of a monkey (yay!), a pterodactyl, and a

brontosaurus as the three cross various dangerous landscapes as a team. You can travel with all three synchronized or swap between them. The powerful dinosaur is good at bashing things and taking out bad guys quickly, the tiny monkey can throw fruit (yay!) and jump long distances, and the pterodactyl can fly over dangerous terrain and fetch out-of-the-way objects. This is one of the few games aimed at a younger audience that I'll go back to. Engaging and yet not too difficult for my tiny brain. Veterans: picture "The Lost Vikings" but in a 3D isometric view. [Gr: 8, So: 8, Ga: 8, Ov: 8] Released 11/25/00.

 **Donald Duck Goin' Quackers** **Ubi Soft** **\$5/R2**
(Disney's)
3D platformer using a camera angle identical to that of Crash Bandicoot from the PlayStation. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (out of 10). SANTULLI SLANT: I was at first turned off by the game's bland approach to Donald Duck, whose games should be completely over-the-top, in my opinion. It is, however, a competently done platformer that has half of its stages horizontal and half vertical. The gameplay is tight but a bit repetitive. The fact that I was able to play through 3 worlds and normally don't like platform games should tell you something. Veterans: picture almost any "Crash Bandicoot" game or even "Pac-Man World", where 3D stages are presented in linear horizontal and vertical fashion. [Gr: 7, So: 5, Ga: 6, Ov: 7] Released 12/15/00.

 **Draconus: Cult of the Wyrn** **Crave** **\$7/R2**
a.k.a. Dragon's Blood
Developed by Treyarch. Blocky graphics but a fun time-killer in the vein of Gauntlet or Baldur's Gate style of game play. The creators are Monty Python fans, and it is evident in numerous references throughout the game. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5 and 5.5 (out of 10). Released 06/21/00.

 **Dragon Riders: Chronicles of Pern** **Ubi Soft** **\$10/R2**
Based on the books by Anne McCaffrey. Battle the threat of The Thread from destroying the world, by commanding an army of dragons into battle. Unfortunately, this game leaves such a battle to be better imagined than played. Role-Playing/Third-Person Real-Time. Released 05/01/01.

 **Ducati World Racing** **Acclaim** **\$15/R4**
Challenge
Developed by Attention to Detail. Average circuit racing title. Choose your bike, choose the track, race the track. Not a lot of variety for either selection. Racing/Motocross/Cycle. PERIODICALS: Electronic Gaming Monthly gave this game a 4 (out of 10). Released 03/07/01.

 **Dynamite Cop** **Sega** **\$3/R1**
a.k.a. Dynamite Deka 2
Developed by Wow Entertainment (AM1). Based on the 1998 Sega coin-op. Spiritual successor to Die Hard Arcade. Once again, the President's daughter has been kidnapped, or something like that, and you must head out to pummel the enemy. Fighting mixed in with a clever timed/scripted event mode, allowing you to bypass certain fights if you are fast and accurate with your button inputs. Lots of hidden goodies scattered throughout the game add to the basic fighting. Similar in play to the first Fighting Force, fun for multiple players. Fighting/3D Beat 'Em Up. EASTER EGGS: To access the hidden classic Tranquilizer Dart (a 1980 Sega coin-op), beat this game once. Tranquilizer Dart will then appear as an option from the main menu. Released 11/02/99.

 **Ecco the Dolphin: Defender of the Future** **Sega** **\$4/R2**
Developed by Appaloosa Interactive. Beautiful exploration game

with everyone's favorite digital dolphin. Undersea world is so vast, you sometimes get lost. Exploration mixed with action/platformer style game play. Graphics were gorgeous, as was the score. Tough learning curve. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9 and 6 (out of 10). Released 08/16/00.

- ❑ **ECW Anarchy Rulez!** **Acclaim** **\$8/R2**
Wrestling using the ECW license. Horrible. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 4 (out of 10). Released 12/28/00.

- ❑ **ECW Hardcore Revolution** **Acclaim** **\$3/R1**
Wrestling using the ECW license. Again, horrible. Fighting/Wrestling. Released 03/01/00.

- ❑ **Elemental Gimmick Gear** **Vatical** **\$3/R1 - a.k.a. EGG**
Developed by Hudson Soft. Action RPG where you play the Sleeper, who has awakened from an eternal slumber, and powers up his vehicle, the Elemental Gimmick Gear, to discover his past. Lush 2D graphics and intriguing, but sometimes confusing story. Role-Playing/Side View Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6, and 5.5 (out of 10). Released 12/27/99.

- ❑ **ESPN International Track and Field** **Konami** **\$4/R2**
a.k.a. Ganbare! Nippon! Olympics 2000
Button-masher track game similar to Virtua Athlete 2000. Your typical inclusion of summer game events, with an attempt at TV style presentation. Unfortunate camera angles mar what could have been a contender. Sports/Track & Field. Released 09/28/00.

- ❑ **ESPN NBA 2 Night** **Konami** **\$3/R1**
Developed by Sunset Entertainment. NBA basketball horribly flawed with about every problem you can list. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 2 (out of 10). Released 11/14/00.

- ❑ **Evil Dead: Hail to the King** **T*HQ** **\$12/R3**
Developed by Heavy Iron. Based on the Sam Raimi / Bruce Campbell Evil Dead trilogy. Survival horror might be the best description, since it plays and looks like Resident Evil...but I don't mean that in the good way. Terrible game play mechanics and over way too early. Action/Survival Horror. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5 (out of 10). Released 12/19/00.

- ❑ **Evolution 2: Far Off Promise** **Ubi Soft** **\$5/R2**
a.k.a. Evolution 2: Tio Yakusoku
Developed by Sting. Continuation of Evolution. 3D turn-based RPG. Good graphics and character design, but boring dungeons and short story. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7 and 4.5 (out of 10). Released 06/28/00.

- ❑ **Evolution: The World of Secret Device** **Ubi Soft** **\$3/R1 -**
Developed by Sting. You are in a search for the rare artifact Evolutia. Game play is 3/4 view, 3D, and running at a solid 60fps. Beautiful character designs, turn based battles, strong musical score. Game just suffers from boring level design and a short story. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5, 5, and 4.5 (out of 10). Released 12/16/99.

- ❑ **Expendable** **Infogrames** **\$4/R1**
a.k.a. Millennium Soldier: Expendable
Developed by Rage Software. Short, but fun shooter, especially with two players. Loud, outrageous sound effects make this a treat

for a good stereo system. You play a super soldier blasting away an alien enemy. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 09/10/99.

- ❑ **F1 World Grand Prix** **Sega** **\$4/R2**

Developed by Video System. Features the official rankings and stats of the F1 1998 season. All around great F1 title. Nothing outstanding in particular, but a collection of strong elements that make this racing simulation stand out. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7.5, 7, and 6.5 (out of 10). In a second review, they gave it a 8, 8 and 7 (out of 10). Released 04/25/00.

- ❑ **F355 Challenge: Passione** **Acclaim** **\$12/R4**
Rossa

Developed by AM2 (Sega). Based on the 1999 Sega coin-op. AM2's homage the Ferrari. Although tinged with some user options to make it more arcade-like, this is a Ferrari simulator. Only car to race is the Ferrari F355. First-person mode only. One of a handful of Dreamcast titles to support a hidden system link mode. Like Atari's TX-1 (1984), some configurations of the Sega coin-op included three monitors. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7 and 6.5 (out of 10). Released 09/19/00.

- ❑ **Fatal Fury Mark of the Wolves** **SNK** **\$22/R3**

Based on the 1999 SNK coin-op. Outstanding 2D fighter from SNK. Uses the innovative T.O.P. system to heighten your offensive capabilities. Features a collection of famous SNK fighters from past games. A port of the arcade game Garou: Mark Of The Wolves. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 11/22/01.

- ❑ **Fighting Force 2** **Eidos** **\$4/R1**

Developed by Core Design. Disappointing follow-up to the original Fighting Force, this time allowing one player to be a fighting force. Style of play the same as the original, where you fight enemies coming at you from all sides, with either your hands or weapons. Fighting/3D Beat 'Em Up. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 2.5, and 2 (out of 10). Released 12/22/99.

- ❑ **Flag to Flag (Sega CART)** **Sega** **\$5/R2**

CART racing game in real and imaginary locales. Decent handling and graphics that danced the arcade/sim line. Average game play compared to other open-wheeled racers at the time. Racing/F1/Indy/Stock Cars. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (out of 10). Released 09/09/99.

- ❑ **Floigan Brothers** **Sega** **\$8/R2**

Developed by Visual Concepts. Puzzle/adventure game with a great sense of humor. You must interact with your older, dumber, stronger brother to help complete the missions. Get him angry at you so he will pick you up and throw you over a fence. Make him cry so he can put a fire out with his tears. Style similar to an old cartoon, with colorful characters and simple level designs that look like backdrops for a Bugs Bunny episode. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 2, 1.5 and 1.5 (out of 10). Released 08/01/01.

- ❑ **Frogger 2: Swampy's Revenge** **Atari** **\$10/R2**

Developed by Blitz Games. Second attempt to bring 3D to the Frogger universe, and this time they succeeded. Hop and jump for up to four players. Game play follows any typical platformer, which suits the Frogger mechanics well. 3D levels and bright graphics add to the charm. Action/Platform/3D. Released 10/13/00.

- ❑ **Fur Fighters** **Acclaim** **\$10/R2**

Developed by Bizarre Creations. Cute meets edgy in this first-person shooter. No blood, but the stuffing flies. Adventure mode was disappointing, with a menu system where you could actually lose a life if you weren't careful. Multi-player split screen action added a lot of life to this title, and VGA support sweetens the deal. Shooter/First-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 07/14/00.

- Q Gauntlet Legends** Midway \$10/R2
Developed by Atari. Based on the 1998 Atari Games coin-op. Excellent arcade port of the same title. Faithful upgrade to the original Gauntlet arcade game of more than a decade prior. Up to four players can play, choosing from a multitude of characters. Character abilities can be augmented, power-ups add spice, and the 3D isometric levels are well modeled and designed. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7 and 5.5 (out of 10). Released 06/01/00.
- Q Giga Wing** Capcom \$10/R2
Based on the 1999 Capcom coin-op. Average vertical shooter. Story aspect somewhat lost because the voice work was removed for the American release. Each plot progresses through the game differently, depending on their own storyline. Can't tell what it is, since no one speaks. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6, and 4.5 (out of 10). Released 07/20/00.
- Q Giga Wing 2** Capcom \$28/R4
Based on the 2000 Capcom coin-op. Even a little short in game play duration than the first game. Vertical shooter, with the same progression changes depending on which character you choose. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6.5 and 6 (out of 10). Released 05/21/01.
- Q Grand Theft Auto 2** Rockstar Games \$10/R2
Developed by DMA Design. Top down perspective of a series that would become legendary. Bumped up graphics and resolution compared to the PlayStation version of the title. Controls are awkward, though. VGA support, one player. You perform jobs throughout the city to gain support and money. Your actions will affect your popularity with different crime families and street gangs. Ability to interact with anyone in the city, as well as jack any car within reach. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 6 and 5 (out of 10). Released 05/02/00.
- Q Grandia II** Ubi Soft \$15/R2 +
Developed by Game Arts. Turn-based RPG with gorgeous 2D/3D graphics and a slick battle system. Nothing too original story wise, but a thoroughly enjoyable game. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9 and 9 (out of 10). Released 12/04/00.
- Q Grinch, The** Konami \$6/R2 -
Developed by A2M. 3D platformer based on How the Grinch Stole Christmas...the movie. You've been warned. Action/Platform/3D. SANTULLI SLANT: Talk about a great idea that's poorly executed. You play as the Grinch and his dog Max, and your duty is to ruin Christmas for four Whoville worlds by smashing presents and snowmen, throwing rotten eggs into homes, defacing posters and statues, messing with the clock... it's sheer mayhem and a nice change, playing the bad guy. Many many problems with the game, however, starting with the fact that you're not playing the cartoon version of the Grinch, you're playing that rather unlikable movie version. The graphics are just awful, nearly identical to the PlayStation version, which are also just awful. Collision detection is very bad, as is the camera, and it just takes way too long to complete objectives so you can move onto the really good stuff. What a shame, I had high hopes for this one. Veterans: picture "Super Mario 64" except substitute The Grinch for Mario, substitute

terrible graphics for the good ones, substitute boring challenges for interesting ones. Yeah that should do it. [Gr: 4, So: 5, Ga: 5, Ov: 4] Released 02/01/00.

- Gunbird 2** Capcom \$12/R3
Developed by Psikyo. Based on the 1998 Psikyo coin-op. Vertical shooter with imaginative characters, including Morrigan from Darkstalkers. 7 stages of blasting fun, with power-ups galore. 1 or 2 player action. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7 and 5 (out of 10). Released 11/16/00.
- Q Gundam: Side Story 0079** Bandai \$25/R4
This installment of the Gundam series follows the exploits of the commando team White Dingo. Mission based scenarios where you issue orders to fellow mobile suits, similar to combat in the Tom Clancy series of games. Realistic combat, one of the nicest representation of Gundam combat out there. Game is over way too early, but the beautiful graphics and sounds will immerse any Gundam fan. Japan received an expansion disc for this title. Action/Mech Battle/Sim. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and 7 (out of 10). Released 04/29/00.
- Q Heavy Metal: Geomatrix** Capcom \$3/R1
Uses the same engine as Spawn: in the Demon's Hand. Oddly enough, control scheme mirrored that of Virtual-On. Grossly under-appreciated fighting game, a blast when you add two players. 3D multi-tiered environment where players use a combination of fighting moves and weapons to combat one another. 1-on-1, 2-on-1, and 2-on-2 combat add to the mix. Respectable representations of the Heavy Metal characters. Fighting/3D Beat 'Em Up. Released 09/22/01.
- Hidden & Dangerous** Take2 Interact \$8/R3
Developed by Illusion Software. Squad-based combat of the Tom Clancy variety, but unique (at the time) World War II setting. First- and third-person viewpoint. Command up to 4 soldiers through 23 missions. You can even drive vehicles! Challenging game, controls could use some better mapping. Action/Military/Stealth Adventure. This game supports a keyboard controller. Released 08/01/00.
- Q House of the Dead 2, The** Sega \$5/R2 +
Developed by Wow Entertainment (AM1). Based on the 1998 Sega coin-op. The dead are back, and the house is even bigger this time. Run through city streets and into the darkest houses as you battle the living dead in this spot-on arcade port of the same title. 6 levels of game play, branching paths, and exclusive Dreamcast gun modes and mini-games add to the titles appeal. Don't go looking for a Sega light gun for the Dreamcast. You had to use a third-party gun to play DC gun games. Only Japan had the official Sega gun, which was a joy to use. Shooter/Target Shooting "Gun Games". Light Gun compatible. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and 7.5 (out of 10). Released 09/09/99.
- Q Hoyle Casino** Berkeley System \$10/R3
Developed by Sierra. Gambling for up to 4 players. 8 games including Blackjack, Craps, Poker, Pai Gow Poker, Roulette, Slots, Video Poker, and Video Slots. Hoyle brings it's authenticity to the game, including more than 350 variations to the included games. Traditional/Casino Game. Released 09/30/00.
- Hydro Thunder** Midway \$7/R2
Based on the 1999 Midway coin-op. Hydro Thunder was released in two different versions. The launch day version had sound problems on certain Dreamcasts. The newer version with the fix had a fluorescent green sticker proclaiming "Hot! New!". Another excellent arcade-to-home transition. Over-the-top boat racing with massive jumps, giant environments, earth-shaking sound, and multi-

player mayhem. Once again, a title that proved the Dreamcast's worth as a home arcade unit. 13 thunder boats, 14 tracks, 2-player split-screen. Racing/Miscellaneous Racing. LANDMARK: This was a launch title in the US. EASTER EGGS: To unlock every boat and every track, start a new game and race one of the Beginner tracks. Enter the initials "7PB" in to the high score listing. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and 7 (out of 10). Released 09/09/99.

- IIIbleed** **Jaleco** **\$3/R1**
Developed by Climax Graphics. Confusing survival horror title with game play similar to Resident Evil. The twist here is that you must survive by not being scared to death. Keep an eye on your pulse meter to make sure it doesn't peak. Horror/Fun house setting. Lots of blood, to almost a ridiculous degree. Action/Survival Horror. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7 and 6 (out of 10). Released 04/25/01.

- Incoming** **Range** **\$4/R2**
Developed by Imagineer. Single player or split-screen two player vehicle shooter, where you defend against a non-stop alien invasion. Combat changes from ground mounted weapons, to moving vehicles, to ocean combat, to even aerial combat. Shooter in the most basic sense of the description. Shooter/First-Person Vehicle Shooter. EASTER EGGS: To open the cheat menu which pretty much lets you do anything you want, from the main menu press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 3.5 and 3 (out of 10). Released 11/24/99.

- Industrial Spy: Operation Espionage** **UFO Interactive** **\$4/R2**
a.k.a. 1-Spy
Developed by NEC. Innovative single player strategy/puzzle action game where you complete objectives through controlling several different characters to perform different tasks at once. The twist is you command them through the close circuit television systems you hack into, using the views of the different security cameras to see what is happening near each character and warning or moving that character accordingly. Tough, but highly unusual game play made this another example of the innovative titles available in the Dreamcast library. Action/Military/Stealth Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 5 (out of 10). Released 06/01/00.

- Iron Aces** **Xicat** **\$20/R4**
Developed by Marionette. World War II fighter game where you complete escort and air-to-ground missions using different fighter aircraft of the time period. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5 and 4.5 (out of 10). Released 02/07/01.

- Jeremy McGrath Supercross** **Acclaim** **\$4/R2**
2000
Dirt bike racing and stunts brought to the Dreamcast. Choose your class, choose your bike, choose your track, race your heart out. Extra points awarded for extreme riding tricks performed while racing. Stunt course included to practice or perform different tricks. Sports/Extreme Games. Released 08/08/00.

- Jet Grind Radio** **Sega** **\$3/R1 +**
a.k.a. Jet Set Radio
Developed by Smilebit. Highly innovative title that has you assume the role of a renegade rollerblader, using spray paint to tag the city in protest of the authoritarian regime suppressing all forms of self-expression. Gorgeous cel-shaded graphics, killer soundtrack, ability to create your own spray paint tag or go online to pull down more custom tags, this game offered it all. You can't own a Dreamcast without owning this title. Soundtrack by Wave Master. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave

this game a 9, 9 and 9 (out of 10). Released 10/31/00.

- JoJo's Bizarre Adventure** **Capcom** **\$7/R2**
a.k.a. JoJo no Kimyouna Bouken
Odd fighter based on the bizarre Japanese series. Street Fighter style of fighting, but power moves incorporated an "inner-persona" to be unleashed to fight for your character. Story mode, mini games included. One or two players. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and 6 (out of 10). Released 04/29/00.
- Kao The Kangaroo** **Titus** **\$10/R3 -**
Developed by X-Ray Interactive. One of the first NEW titles to release at under \$20. Standard platformer, where you control Kao, the kangaroo, through 45 different levels, collecting objects and punching things. No, it's not a descendant of Atari's Kangaroo, but it will keep you busy for a little while. Single player. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (out of 10). Released 02/14/01.
- King of Fighters Dream Match, The** **SNK** **\$10/R3**
Based on the 1998 SNK (King of Fighters '98) coin-op. One in long line of legendary King of Fighters fighting games. Can link with the Neo-Geo Pocket game "King of Fighters R-2". Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6.5, 6.5, and 6 (out of 10). Released 10/21/99.
- King of Fighters Evolution, The** **Agetec** **\$8/R3**
Developed by SNK. One in long line of legendary King of Fighters fighting games. Can link with the Neo-Geo Pocket game "King of Fighters Battle de Paradise". Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5 and 7 (out of 10). Released 12/12/00.
- KISS Psycho Circus: The Nightmare Child** **GOD** **\$3/R1**
Developed by Third Law Interactive. Well, if you're looking for a single player game with KISS and first person shooting, this is it. Can't say much more. Supports the use of the MadCatz Panther DC controller. GOD stands for "Gathering of Developers". Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 2.5, 2 and 1.5 (out of 10). Released 10/31/00.
- Last Blade 2, The: Heart of the Samurai** **Agetec** **\$19/R3**
a.k.a. Bakumatsu Roman Daini Tobari
Developed by SNK. Based on the 1998 SNK coin-op. Weapon based 2D fighter. Takes place during the 1800's Japan, with detailed character designs that reflect the location and time period. Great depth in the fighting mechanics and solid animations. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (out of 10). Released 08/01/01.
- Looney Toons Space Race** **Infogrames** **\$6/R2**
Developed by Melbourne House. Excellent racing title for up to 4 players using the Looney Toons characters such as Bugs, Daffy, Yosemite Sam, Sylvester, etc. Racing environments are inspired or modeled after worlds encountered with the Marvin the Martian character. Cel-shaded graphics give the game the look of the cartoon episodes, authentic voice-overs, good controls, only slow loading times hinder the title. Racing/Miscellaneous Racing. EASTER EGGS: From the Cheat menu (under the Options menu) enter CHEESFISH to unlock everything. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 5.5, 5, and 2 (out of 10). Released 11/28/00.
- MagForce Racing** **Crave** **\$6/R2**
Developed by VCC Entertainment. Futuristic 3D racing using levitating vehicles. Game starts out slow, but later course designs

can be quite exhilarating. Frame rate problems and poor texture and car models only drag this title down from a possible WipeOut contender. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6 and 5.5 (out of 10). Released 07/20/00.

☐ **Magical Racing Tour (Walt Disney WorldQuest)** Eidos \$8/R2

Developed by Crystal Dynamics. Kart racing using characters from the Walt Disney universe. Courses modeled after Disney themes from the amusement parks and movies. Racing/Kart Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (out of 10). Released 07/20/00.

☐ **Maken X** Sega \$3/R1

Developed by Atlus. Stylish first person action game using a living sword to vanquish your enemies. Clever addition of "brainjacking" to allow you to control enemy characters to fight or help accomplish mission objectives. Game boasted 7 different endings. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6 and 5.5 (out of 10). Released 04/25/00.

☒ **Mars Matrix** Capcom \$27/R3 +

Based on the 2000 Takumi coin-op. 1 or 2 player vertical shooter of the finest degree. Use of "3D" sprites to minimize resource consumption and maximize the action. Sometimes screen is filled solid with enemies, yet the game performs without a hiccup. Shooter fans must grab a copy. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 (out of 10). Released 04/26/01.

☐ **Marvel vs. Capcom** Capcom \$6/R2

Based on the 1998 Capcom coin-op. The arcade goodness of the Marvel/Capcom showdown brought to the home. Dreamcast fans had nothing to frown about. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7.5 (out of 10). Released 10/06/99.

☐ **Marvel vs. Capcom 2: New Age of Heroes** Capcom \$30/R2 +

Based on the 2000 Capcom coin-op. Incredible home version of this title, almost indistinguishable from the arcade game. 2D fighting at it's finest. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9 and 8 (out of 10). Released 06/28/00.

☐ **Mat Hoffman's Pro BMX** Activision \$12/R4

Developed by Runecraft. Another in the "let's see what game we can make with the Tony Hawk engine" line of games. Fair amount of stunt parks and tracks, trick engine controls same as any of the Tony Hawk games. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 09/12/01.

☐ **Max Steel** Mattel Interact \$3/R1

Developed by Treyarch. Based on the children's CGI animated series. You play as the superhuman cyborg Max Steel, using stealth and brawn to fight D.R.E.A.D. through 28 missions. Single player. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (out of 10). Released 11/28/00.

☐ **Maximum Pool (Sierra Sports)** Sierra \$7/R2

Includes 7 pool games including 8-ball, Carom, Snooker, and Cutthroat. Up to 4 players offline, online multi-player as well. Solid pool title with a great online game play option. Also supports the VGA adaptor. Traditional/Parlor Games. Supports online play. Released 11/10/00.

☒ **MDK2** Interplay \$5/R2

Developed by BioWare Corp. Single player game where you play as

Kurt, who sports a sniper helmet, Dr. Hawkins, who can make weapons out of combining ordinary objects, and Max, a six-legged, cigar-chomping, gun-toting dog. Graphically gorgeous, oddly humorous, frustratingly difficult title. Good playing if you're a fan of the original game. Supports the VGA adaptor as well. "MDK" stands for something different for each developer at BioWare. We've heard "Murder Death Kill", "Mother's Day Kisses", "My Dog Ken", and many more. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9 and 9 (out of 10). Released 03/30/00.

☐ **Metropolis Street Racer** Sega \$10/R2
a.k.a. M.S.R.

Developed by Bizarre Creations. A head-turner graphically, the unique "kudos" points system was a love it or hate it deal. Driving physics that were borderline sim. One of the first games to accurately photo map the routes of the real streets and use them in the game. Also used the Dreamcast's internal clock to allow you to race in the correct time of day or night for each city. Supported VGA and online "best time" uploads/downloads. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7 and 6.5 (out of 10). Released 01/16/01.

☐ **Midway Greatest Arcade Hits Volume 1** Midway \$8/R2

Includes Bubbles, Defender, Defender II, Joust, Robotron: 2084, and Sinistar. Miscellaneous/Compilation. Released 06/28/00.

☐ **Midway Greatest Arcade Hits Volume 2** Midway \$20/R5

It has been rumored that the print run on this game is a mere 5,000. Includes 720, Gauntlet, Moon Patrol, Paperboy, Rampage, and Spy Hunter. Miscellaneous/Compilation. Released 12/01/01.

☐ **Monaco Grand Prix** Ubi Soft \$5/R2
a.k.a. F1 Racing Championship

Closer to a racing simulation than Flag-to-Flag, good graphics and solid handling. Includes exhibition racing as well as career modes. Racing/F1/Indy/Stock Cars. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 9 (out of 10). Released 09/09/99.

☒ **Mortal Kombat Gold** Midway \$5/R2

Developed by Eurocom. Mortal Kombat Gold was released in two different versions. The launch day version had sound problems on certain Dreamcasts. The newer version with the fix had a fluorescent green sticker proclaiming "Hot! New!" A combination of Mortal Kombats of the past. Fighting/Tournament Style. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5 (out of 10). Released 09/09/99.

☒ **Mr. Driller** Namco \$7/R2 +

Based on the 1999 Namco coin-op. As the 128-bit revolution was beginning, and everyone was out to create the most realistic game they could, here comes Namco with a game so retro it was like a smack in the face. You play Mr. Driller, a colorful little man with only a drill to plug his way down through level after level of colored blocks. Drilling like-colored blocks can create different effects, and you must keep moving so as not to run out of air. Think of games like Dig-Dug, Pengo, and Tetris rolled into one, and add a dash of outrageous background music, and you'll have yourself one of the most addictive games on this, or any, system. Action/Platform/Scrolling Screen. Released 06/22/00.

☐ **Ms. Pac-Man Maze Madness** Namco \$9/R4

Developed by Mass Media. While some 3D updates of classic 2D arcade games are a bust, this title surely wasn't a disappointment. Learning from the successful Pac-Man World formula, Maze Madness keeps the controls simple and the worlds fun. Control is just like the original arcade game, and you move Lady Pac through

180 mazes collecting points and gems. Mini-games included, as well as an emulation of the original Ms. Pac-Man game. The Dreamcast version of Maze Madness was especially nice because of the higher resolution graphics. Action/Maze Collect. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 (out of 10). Released 11/16/00.

❑ **MTV Sports: Skateboarding** T*HQ \$15/R4
Featuring Andy MacDonald

Developed by Darkblack. Tony Hawk-like title featuring extreme tricks and music backed by the MTV licensing. Sports/Extreme Games. Released 10/20/00.

❑ **Namco Museum** Namco \$15/R4

Developed by Mass Media. Includes Dig Dug, Galaga, Galaxian, Ms. Pac-Man, Pac-Man, and Pole Position. Miscellaneous/Compilation. Released 07/26/00.

❑ **NBA 2K** Sega \$1/R1

Developed by Visual Concepts. One of the two first Dreamcast sports titles that showed the world Sega was no longer an also ran. Quite frankly, the graphics were more impressive in this title than NFL2K, but because of the NFL game's earlier launch, it got more attention. With it's TV style presentation and commentary, good ball physics, and ridiculously detailed characters and courts, this set the bar for EA to follow. NFL2K and NBA2K were packaged together and came with the Dreamcast Sports bundle until the 2001 versions came out. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 8.5, 8, and 8 (out of 10). Released 11/10/99.

❑ **NBA 2K1** Sega \$3/R1

Developed by Visual Concepts. Sega said, "Let's take an already good game and make it great." The addition of online play for 2k1 did just that. NFL2K1 and NBA2K1 were packaged together and came with the Dreamcast Sports bundle, supplanting the previous "2K" packages. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9 and 9 (out of 10). Released 10/31/00.

❑ **NBA 2K2** Sega \$9/R1 +

Developed by Visual Concepts. Continuation of the great NBA 2K franchise, including online play. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9 and 8.5 (out of 10). Released 10/01/01.

❑ **NBA Hoopz** Midway \$7/R2

Arcade style basketball, akin to NBA Jam. Shaq graced the cover of this title. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5 and 7.5 (out of 10). Released 02/16/00.

❑ **NBA Showtime: NBA on NBC** Midway \$3/R1

Based on the 1999 Midway coin-op. Arcade style basketball similar to NBA Jam. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 (out of 10). Released 11/16/99.

❑ **NCAA College Football 2K2: Road to the Rose Bowl** Sega \$10/R2

Developed by Visual Concepts. Running off the NFL 2K2 engine, another solid sports title from Visual Concepts. College football is always tricky when it comes to popularity, since no names are associated with any of the players. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5 and 7 (out of 10). Released 08/22/01.

❑ **Next Tetris On-Line Edition, The** Crave \$7/R2

Developed by Sega. Tetris, single or double players, but now with online play added. Classic Tetris as well as enhanced versions of the classic puzzle game. This game will not support VGA monitors (using a "VGA Box" or similar adapter). Puzzle/Action. Supports

online play. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 3 and 2 (out of 10). Released 12/19/00.

❑ **NFL 2K** Sega \$1/R1

Developed by Visual Concepts. This is the title that made people stop and stare, and it was the football game to push realism to the next level for it's generation of systems. Real looking players and fields, changing weather conditions. TV style presentation and commentary, in-game instant replay and commentators' highlights. Another innovative feature was the use of the VMU for play calling, allowing one to choose a play on the controller face without the other playing seeing what he was doing. This title left Electronic Arts with more than a few sleepless nights. NFL2K and NBA2K were packaged together and came with the Dreamcast Sports bundle until the 2001 versions came out. Sports/Football. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7 (out of 10). Released 09/09/99.

❑ **NFL 2K1** Sega \$3/R1

Developed by Visual Concepts. Knock-knock. Who's there? Online play. Online play who? Online play for 2K1, to make the game even better than before. NFL2K1 and NBA2K1 were packaged together and came with the Dreamcast Sports bundle, supplanting the previous "2K" packages. Sports/Football. Supports online play. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 9.5 and 9.5 (out of 10). Released 09/07/00.

❑ **NFL 2K2** Sega \$5/R2 +

Developed by Visual Concepts. Continuation of the fabled NFL 2K franchise. Sports/Football. Supports online play. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8 and 7 (out of 10). Released 09/18/01.

❑ **NFL Blitz 2000** Midway \$1/R1

Based on the 1999 Midway coin-op. Port of the popular arcade game of the same title. Arcade football with small teams, big hits, and over-the-top plays. Sports/Football. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and 8 (out of 10). Released 09/09/99.

❑ **NFL Blitz 2001** Midway \$5/R2

Port of the popular arcade game of the same title. Arcade football with small teams, big hits, and over-the-top plays. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7 and 7 (out of 10). Released 09/13/00.

❑ **NFL Quarterback Club 2000** Acclaim \$3/R1

It's football, with limited options, quarterback tournaments, and that's about it. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 3, 3, 2, and 2 (out of 10). Released 12/01/99.

❑ **NFL Quarterback Club 2001** Acclaim \$3/R1

Developed by High Voltage Software. It's football, with limited options, quarterback tournaments, and that's about it. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5 and 2 (out of 10). Released 08/24/00.

❑ **NHL 2K** Sega \$3/R2

Developed by Treyarch. NHL hockey at it's finest. Solid title, with the only two sticking points the repetitive commentating and unwillingness for the players to fight, even when fighting settings were maxed out. Guess the players wanted to hold out for the sequel. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 9, and 8.5 (out of 10). Released 02/09/00.

❑ **NHL 2K2** Sega \$10/R1

Developed by Visual Concepts. This title took any complaints from the first NHL title and corrected them. Still holds up against modern

hockey titles. Sports/Hockey. **LANDMARK:** This was the last game released for the Dreamcast in the US. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8.5, 8.5 and 7.5 (out of 10). Released 02/12/02.

- ☐ **Nightmare Creatures II** Konami **\$5/R2**
Developed by Kalisto. Sequel to the PSX title Nightmare Creatures. Third-person action game, fighting the evil creatures of the night on the streets of 19th century London. Action/3D Adventure. Released 06/08/00.

- ☐ **Omikron: The Nomad Soul** Eidos **\$4/R2**
Developed by Quantic Dream. 3D adventure title ported from the PC game of the same name. Real-time fighting system that allows you to level up with experience points. Too bad you never know how many points you have at any time. OK adventure title, with lots of elements from other genres mixed in to keep it interesting. Score by David Bowie. Action/3D Adventure. Released 06/22/00.

- ☒ **Ooga Booga** Sega **\$8/R1**
Developed by Visual Concepts. Multi-player competition to dominate life on a small tropical island. Game modes include Smakahuna, Rodeo, and Boar Polo. Three players offline, and exceptional multiplayer online. Great graphics and sound made this unusual game a joy for knocking friends around. Action/Head-to-Head Combat. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 7 and 6 (out of 10). Released 09/12/01.

- ☒ **Outtrigger** Sega **\$8/R2**
Developed by AM2 (Sega). First-person shooter with up to 4 players offline and online. Nothing bad with the shooter itself, but online interface was aggravating, and the flamethrower was notoriously unbalanced as a weapon, leaving many online hosts banning the weapon during play. Supported mouse/keyboard input for PC style controls. Shooter/First-Person Shooter. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 6.5 and 5 (out of 10). Released 07/25/01.

- ☐ **Pen Pen Triclon** Infogrames **\$3/R1**
Developed by General Entertainment. Children's racing game that smacked hard of a Japanese game rushed to the American market. Racing/Miscellaneous Racing. **LANDMARK:** This was a launch title in the US. **PERIODICALS:** Electronic Gaming Monthly gave this game a 5.5 (out of 10). Released 09/09/99.

- ☐ **Phantasy Star Online** Sega **\$4/R1 +**
Developed by Sonic Team. The title that made MMORPG's popular for consoles. Offline you could play through the story mode alone, but online, up to 4 could explore the new home world. Up to 1000 players per server at once, virtual lobbies to interact with other players outside of a game, game worlds that changed according to world holidays, updated adventures, universal translator, Phantasy Star brought Dreamcast users together like no other console game had done before it. Soundtrack by Wave Master. Supports the DC Keyboard. Role-Playing/Third-Person Real-Time. Supports online play. **LANDMARK:** Used a universal translator to allow players from several different countries and languages to play and communicate with one another. Drop-down menus of pre-typed phrases could be strung together quickly, which would then be translated on screen to the language of the other player. **EASTER EGGS:** Put the game into a PC CD-ROM drive, and open the folder "/extras". There you'll find some very nice Windows desktop wallpaper. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 8.5, 8, and 7.5 (out of 10). **SANTULLI SLANT:** A whole lot of my life went into this game, several characters maxed out at level 100, lots of new online friends and unpaid bills, and really long grass outside - where as I understand there were still things happening while I played. The game isn't quite the same without the online features, which left it's mark on the Dreamcast players' world. If you don't own/haven't played either, just jump directly to version

2, since it includes everything from this game and a bunch of nice new features as well. [Gr: 8, So: 8, Ga: 9, Ov: 9] Released 01/30/01.

- ☐ **Phantasy Star Online Ver. 2** Sega **\$8/R1 +**
Developed by Sonic Team. Included the original adventure, plus a whole new adventure, allowing your character to level up to 200. New cheating safeguards, new rare items, and a new online user fee (!). Still an excellent title. Soundtrack by Wave Master. Supports the DC Keyboard. Role-Playing/Third-Person Real-Time. Supports online play. **EASTER EGGS:** To see the ending graphics and credits, plug in the Dreamcast keyboard and type "uraending" at the title screen. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 7 and 6.5 (out of 10). Released 09/01/01.

- ☐ **Plasma Sword** Capcom **\$3/R2**
a.k.a. Star Gladiator 2
This game is a sequel to the PlayStation title "Star Gladiator". Fighting/Tournament Style. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 6 and 4.5 (out of 10). Released 04/13/00.

- ☐ **POD: Speedzone** Ubi Soft **\$3/R1**
a.k.a. Pod 2
Strange sci-fi racing game using a mix of tech and organics in the vehicles and levels. Although average offline, the online racing was extremely smooth. Use traps and weapons to knock out the other drivers. Racing/Miscellaneous Racing. Supports online play. **PERIODICALS:** Electronic Gaming Monthly gave this game a 5.5, 4.5 and 3 (out of 10). Released 12/06/00.

- ☒ **Power Stone** Capcom **\$4/R2 +**
Based on the 1999 Capcom coin-op. 3D fighting game where you and three other players can face off. Any object in the area can be picked up and used against the other players. Pick up magic stones in order and power up for a limited time to use super moves and abilities against other players. Fighting/3D Beat 'Em Up. **LANDMARK:** This was a launch title in the US. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 7.5, and 6.5 (out of 10). Released 09/09/99.

- ☒ **Power Stone 2** Capcom **\$25/R3 +**
Sequel to the original Power Stone. Fighting/3D Beat 'Em Up. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 8.5 and 8.5 (out of 10). Released 08/25/00.

- ☐ **Prince of Persia: Arabian Nights** Mattel Interact **\$8/R2**
Developed by Avalanche. Interestingly enough, when this game was shown at E3 in 2000 it was known simply as Arabian Nights. The Prince of Persia license seems to have been tacked on later. 3D third person adventure/platformer. Action/3D Adventure. **PERIODICALS:** Electronic Gaming Monthly gave this game a 6, 4 and 2 (out of 10). Released 12/04/00.

- ☐ **Project Justice** Capcom **\$25/R4**
a.k.a. Moero! Justice Gakuen (Rival Schools 2)
Based on the 2000 Capcom coin-op. This is the sequel to Rival Schools (a home console version appears on the PlayStation). Fighting/Tournament Style. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 9 and 8.5 (out of 10). Released 05/17/01.

- ☐ **Psychic Force 2012** Acclaim **\$5/R2**
Developed by Taito. Based on the 1998 Taito coin-op. 3D fighting in a 360 degree environment, both on ground and in the air. Control different weather and magic elements for powerful abilities. Fighting/Tournament Style. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7.5, 7, 6, and 5 (out of 10). Released 11/10/99.

- Q*bert** **Majesco** **\$5/R2**
Developed by Hasbro Interactive. Based on the 1982 Gottlieb coin-op. Loosely based on the 1982 Gottlieb coin-op. Another in the line of modern remakes, Q*bert features two-player head to head play. Action/Platform/Fixed Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (out of 10). Released 12/05/00.
- Quake III Arena** **Sega** **\$3/R1 +**
Developed by Raster Productions. Awesome port for the Dreamcast of the popular PC first person shooter. Up to 4 players offline and online. Can support the mouse/keyboard configuration PC users are so fond of. Solid frame rate, great graphics, and superlative online play using the 56k modem. After it's launch, a PC expansion was released to allow PC and Dreamcast users to play against one another. With Quake III servers still running, one can power up the Dreamcast and get a few rounds in today. Supports the MadCatz Panther DC controller. Shooter/First-Person Shooter. Supports online play. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9 and 8.5 (out of 10). Released 10/21/00.
- Railroad Tycoon II** **GOD** **\$7/R2**
Developed by Tremor Entertainment. Build a railroad empire. Lay tracks, buy and sell engines, develop resources for new ventures. GOD stands for "Gathering of Developers". Simulation/Resource Management. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (out of 10). Released 08/01/00.
- Rayman 2: The Great Escape** **Ubi Soft** **\$5/R2**
3D adventure/platformer similar to Crash Bandicoot, Spyro the Dragon. Explore the lush, 3D world, collect object, jump and spin to defeat enemies. Beautifully done in this game, with the usual Rayman sense of humor. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). Released 03/21/00.
- Razor Freestyle Scooter** **Crave** **\$5/R2**
a.k.a. Freestyle Scooter
Developed by Shaba Games. Extreme sports game where you ride a scooter. Not a powered scooter... a foot scooter. Sports/Extreme Games. Released 08/01/01.
- Ready 2 Rumble Boxing** **Midway** **\$3/R1**
Arcade boxing pitting caricatured characters against one another. Great controls, great animation. Mini-games, career modes, training modes included. Ready 2 Rumble Boxing was released in two different versions. The launch day version had sound problems on certain Dreamcasts. The newer version with the fix had a fluorescent green sticker proclaiming "Hot! New!". Sports/Boxing. LANDMARK: This was a launch title in the U.S. EASTER EGGS: Put the game into a PC CD-ROM drive, and open the folder "extras". There you'll find some very nice Windows desktop wallpaper. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 8 (out of 10). Released 09/09/99.
- Ready 2 Rumble Boxing Round 2** **Midway** **\$4/R1**
Sequel to Ready 2 Rumble Boxing, with new characters included. Sports/Boxing. EASTER EGGS: The game includes a number of hidden characters from pop culture including Michael Jackson, Shaquille O'Neal, Bill Clinton and Hillary Clinton. To unlock them all, from the character select screen press Left, Right, Left, Left, Right, Up, Down, R, R, R, R. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (out of 10). Released 10/25/00.
- Record of Lodoss War** **Crave** **\$19/R3**
Developed by Kadokawa Shoten. Diablo-style RPG based on the Record of Lodoss war anime. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8 and 7.5 (out of 10). Released 03/16/01.
- Red Dog: Superior Firepower** **Crave** **\$8/R3**
Developed by Argonaut. Vehicle combat for up to 4 players. Shooter/Vehicular Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8 and 7 (out of 10). Released 11/01/00.
- Reel Fishing Wild** **Natsume** **\$7/R2**
Another in the long line of Reel Fishing games. Fishing simulation in fresh water. Worked with the fishing reel controller. Sports/Fishing. Released 07/24/01.
- Resident Evil 2** **Capcom** **\$25/R4**
Third person survival horror, now with a 128-bit update. Action/Survival Horror. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 12/14/00.
- Resident Evil 3: Nemesis** **Capcom** **\$15/R3**
Third person survival horror, now with a 128-bit update. Action/Survival Horror. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 11/16/00.
- Resident Evil Code Veronica** **Capcom** **\$4/R2**
First Resident Evil title to appear exclusively on the Dreamcast (later appeared on PlayStation 2 and GameCube). Third person survival horror. Action/Survival Horror. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 9.5 and 9.5 (out of 10). Released 03/29/00.
- Re-Volt** **Acclaim** **\$4/R2**
Developed by Probe. RC car racing. Arcade style game with indoor and outdoor courses reflecting backyards, neighborhoods, and living rooms. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (out of 10). Released 12/20/99.
- Ring, The: Terror's Reign** **Infogrames** **\$4/R2**
Developed by Asmik. Based on the 1998 Japanese horror flick Ringu directed by Hideo Nakata. You must defeat a deadly computer virus that is killing humans by finding a cure before time runs out. Action/Survival Horror. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5 and 3 (out of 10). Released 09/27/00.
- Ripin' Riders** **Sega** **\$3/R1**
a.k.a. Cool Boarders Burnnn!
Developed by UEP Systems. Snowboarding game allowing career mode, free ski, and trick competitions. Choose your character and your board, then pick a mountain and board away. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 6, and 5.5 (out of 10). Released 11/10/99.
- Roadsters** **Titus/C92** **\$8/R2**
Developed by Player One. Arcade racer allowing you to drive several of the world's finest convertible cars. Racing/Street Racing. Released 03/24/00.
- Samba de Amigo** **Sega** **\$10/R2 +**
Developed by Sonic Team. Based on the 2000 Sega coin-op. The only US-released game to utilize the special "Maracas" controllers. Great fun. A sequel (Samba de Amigo 2000) was available for Dreamcast in Japan only. Game play style similar to a Dance Dance Revolution or Bust-a-Groove, where shaking the maracas controllers according to spatial position and beat allowed you to score points. Miscellaneous/Rhythm Game. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9 and 9 (out of 10). Released 10/17/00.
- San Francisco Rush 2049** **Midway** **\$12/R2**
Based on the 1999 Atari Games coin-op. Arcade extreme racer. Takes the popular stunt and street racing of San Francisco Rush and adds a futuristic twist, with cars that can fly, rocket packs, and

cities with ground and roof top roads. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (out of 10). Released 09/06/00.

- Seaman Vivarium \$4/R1**
Developed by Sega. Originally came with a microphone. The game is packaged in a cardboard box like Alien Front Online. One of the most bizarre and intriguing games to ever come out for any system. You nurture and raise a virtual Seaman, balancing food, water temperature and cleanliness, and light to make your Seaman grow and mature. Use the microphone to talk to Seaman, educating him on the use of speech and communication, to further his intellectual maturation. Must be played to be believed. Simulation/Life Development. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5 and 6.5 (out of 10). Released 08/08/00.
- Sega Bass Fishing Sega \$3/R1**
a.k.a. Get Bass
Developed by Wow Entertainment (AM1). Based on the 1998 Sega coin-op. More of an arcade style fishing game than simulation. Hop in the boat and head out to catch the fish of your dreams. Sports/Fishing. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 10/06/99.
- Sega Bass Fishing 2 Sega \$15/R3**
Developed by Wow Entertainment (AM1). Sequel to Sega Bass Fishing. New lures, new lures, new fish. Sports/Fishing. Released 08/22/01.
- Sega GT Sega \$4/R2**
Developed by Wow Entertainment (AM1). Sega's answer to Gran Turismo. Limited number of licensed cars and tracks, but heading in the right direction to take on Sony's racing juggernaut. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7 and 6.5 (out of 10). Released 08/29/00.
- Sega Marine Fishing Sega \$4/R2**
Developed by Wow Entertainment (AM1). Based on the 1999 Sega coin-op. Sega heads out to sea with this fishing title. Deep sea fishing, including the mighty Marlin. Sports/Fishing. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (out of 10). Released 10/17/00.
- Sega Rally 2 Championship Sega \$4/R2**
Developed by Smilebit. Based on the 1998 Sega coin-op. Successor to the mighty Saturn title Sega GT. More arcade than sim, beautifully rendered cars and tracks. Steep learning curve, but car customization and a ten year career mode gave this title longevity. Original game designed by Tetsuya Mizuguchi. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 9, and 9 (out of 10). Released 11/24/99.
- Sega Smash Pack Volume 1 Sega \$5/R2**
Contains emulated Sega Genesis/Mega-Drive games Altered Beast, Columns, Golden Axe, Phantasy Star II, Revenge of Shinobi, Shining Force, Sonic the Hedgehog, Streets of Rage 2, Vectorman and Wrestle War. Also includes a port of the Japan-only coin-op Virtua Cop 2 and the original Sega game Sega Swirl (which was previously available on demo discs). At one time this game was packaged with the console. Miscellaneous/Compilation. Light Gun compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 2 and 2 (out of 10). Released 04/30/01.
- Seventh Cross Evolution UFO Interactive \$5/R2**
Developed by NEC. Game based on evolving your character from the simplest life form to the dominant species on the planet. Unfortunately, it plays as slow as real evolution. Battle other organisms to gain evolution points, paint to evolve the mental abilities of your creature. Terrible graphics, dull sound, makes you want to de-evolve to the fetal position. Simulation/Life Development. Released 12/22/99.

- Shadow Man Acclaim \$3/R1**
Developed by Iguana. Third person action game where your character can move between the worlds of the living and dead to combat evil. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 12/01/99.
- Shenmue Sega \$5/R1 +**
Designed by Yu Suzuki. Developed by AM2 (Sega). This game was to be the first of at least 16 installments in the Shenmue legacy. A sequel was available for Dreamcast in Europe only, and on the Xbox in the U.S. As of this writing, future installments of the Shenmue series are on hold. Early title to use a free roaming environment to interact with any character you came across. World moved in a compressed real-time, so if you dawdled too long, day would lapse into night, and streets would empty of people as they left their jobs and went home to bed. Role-Playing/Third-Person Real-Time. EASTER EGGS: To play Space Harrier or Hang-On, which are both built within this vast game. Note the Sega Saturn in the room directly across from Ryo's room. You must get it out of the cabinet, and games to play on it. Go to the Tomato Convenience Store or Harbor Lounge. While you are there, buy either some chips, chocolate, caramel, or a cassette tape. You will then be asked to pull a raffle ticket. Keep trying until you get the #2 prize and can choose either Space Harrier or Hang-On. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 8.5 and 8 (out of 10). Released 11/07/00.
- Shenmue Limited Edition Sega \$15/R4 +**
Designed by Yu Suzuki. Developed by AM2 (Sega). It's the same game as the "Limited Edition" except that there's an extra CD (music only) and of course the stamp "Limited Edition" on the packaging. Role-Playing/Third-Person Real-Time.
- Silent Scope Konami \$8/R2**
Based on the 1999 Konami coin-op. Home port of the popular arcade game of the same title. Arcade version uses a sniper rifle with a zoom scope, while the Dreamcast version uses the controller and a button to activate zoomed targeting. Unlike other light gun games, this game generally moved at a slower pace, as you worked as a sniper picking off fewer key targets, instead of the blast fest of a Virtua Cop. Shooter/Target Shooting "Gun Games". Mouse compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (out of 10). Released 10/25/00.
- Silver Infogrames \$4/R2**
Developed by Spiral House. Rescue your kidnapped maiden from the evil sorcerer Silver. 3D action RPG using a Gauntlet-style hack/slash battle system. Unlike it's PC counterpart, you take direct control of the characters, but only one at a time. Kinda hectic during battle. Good character and level designs, reminiscent of Final Fantasy. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7 and 6 (out of 10). Released 06/28/00.
- Skies of Arcadia Sega \$20/R2 +**
a.k.a. Eternal Arcadia
Developed by Overworks. Visually stunning RPG, you fly an air ship across countless floating islands in search of Moon Stones that control powerful Gigas before others find the stones for their own nefarious ends. Turn-based battle system like many used in other RPG's, but does not diminish the experience. Had a mini-RPG you could download to the VMU, which you explored apart from the console. The new worlds you unlocked in the mini-RPG would unlock extras in the console game. Soundtrack by Wave Master. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5 and 9 (out of 10). Released 11/14/00.
- Slave Zero Accolade \$3/R1**
Third person mech shooter, where you pilot a 30 foot tall mech

through the city and underground. Combat other mechs and interact with pedestrians and vehicles that might get in your way. 4 player split-screen mode allowed for Quake-style combat. Shooter/Third-Person Shooter. EASTER EGGS: Ah, "God Mode". The official mode of Digital Press readers everywhere. Here it is: during a one-player game, insert a second controller and press L + R + B simultaneously. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5, 4, and 2 (out of 10). Released 11/16/99.

☐ **Sno-Cross Championship Racing** **Crave** **\$20/R4**

Developed by UDS. Snow mobile racing. This game will not support VGA monitors (using a "VGA Box" or similar adapter). Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (out of 10). Released 11/29/00.

☐ **Soldier of Fortune** **Crave** **\$15/R4**

Developed by Runecraft. First person shooter notable for its extreme violence. Port of a popular PC title by the same name. Supports the MadCatz Panther DC controller. Shooter/First-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6 and 4 (out of 10). Released 07/24/01.

☐ **Sonic Adventure** **Sega** **\$4/R1 +**

Developed by Sonic Team. Sonic makes his jump to 128-bit 3D in this Dreamcast launch title. Fast running action in a fully rendered world. Grab the rings, run fast, jump, out of the way of danger. Soundtrack by Jun Senoue and Wave Master. Sonic Adventure, Sonic Shuffle, and a demo version of Sonic Adventure 2 were packaged together and came with the Dreamcast console Sonic bundle. Action/Platform/3D. LANDMARK: This was a launch title in the US. EASTER EGGS: Put the game into a PC CD-ROM drive, and open the folder "/extras". There you'll find some very nice Windows desktop wallpaper. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, 9, and 8.5 (out of 10). Released 09/09/99.

☒ **Sonic Adventure 2** **Sega** **\$8/R2 +**

Developed by Sonic Team. Follow up to Sonic Adventure, but this time you can play as good Sonic or evil Sonic, either in the single player story, or head to head in 2 player split screen. Soundtrack by Jun Senoue and Wave Master. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5 and 7 (out of 10). Released 07/10/01.

☐ **Sonic Adventure Limited Edition** **Sega** **\$50/R7 +**

Developed by Sonic Team. Soundtrack by Jun Senoue and Wave Master. This is an incomplete, rental version of Sonic Adventure adapted from the Japanese version of the game. Internet features and memory card saving is disabled. It debuted at the Hollywood Video chain nearly two months before the Dreamcast launched, and later appeared in store kiosk kits. Action/Platform/3D. Released 07/15/99.

☐ **Sonic Shuffle** **Sega** **\$3/R1 -**

Sonic Adventure, Sonic Shuffle, and a demo version of Sonic Adventure 2 were packaged together and came with the Dreamcast console Sonic bundle. So if you see "not for resale" on your disk, it came from this package. Sonic Shuffle was Sega's attempt to cash in on the Mario Party craze, but the game is very S-I-o-w. Miscellaneous/Mini-Games. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5 and 4 (out of 10). Released 11/14/00.

☒ **Soul Calibur** **Namco** **\$15/R2 +**

Based on the 1998 Namco coin-op. Undoubtedly the best weapons based fighter for any system, and considered one of the best fighting games ever made. 3D fighting in an open area, using the character and weapon of your choice to do battle. Soul Calibur was reported to have broken the million units sold mark, the only Dreamcast title to do so. Fighting/Tournament Style. LANDMARK:

This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, 10, and 10 (out of 10). Released 09/09/99.

☐ **Soul Fighter** **Mindscape** **\$3/R1 -**

Developed by Toka. 3D fighter that you can switch between first and third person, depending on the weapon you are using. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 3.5, 2.5, and 2 (out of 10). Released 11/23/99.

☐ **Soul Reaver: Legacy of Kain** **Eidos** **\$3/R1**

Developed by Crystal Dynamics. Third person action/adventure game where you play as Raziel on your quest to destroy your creator, Kain. Use your vampire abilities to destroy fellow vampires and suck the remaining life from them. Shift between the material world and spectral planes to solve puzzles and fighter enemies. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 8 (out of 10). Released 01/28/00.

☐ **South Park Rally** **Acclaim** **\$6/R2**

Developed by Tantalus. South Park characters in kart racing. I'll leave it at that. Racing/Kart Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 3 (out of 10). Released 07/01/00.

☐ **South Park: Chef's Luv Shack** **Acclaim** **\$3/R1 -**

Based on the Parker/Stone cartoon. This trivia game is often (unfairly) bashed and was available shortly after release at discounted prices as low as \$9.99. It's not a horrible game, but the well of trivia questions isn't nearly deep enough. Miscellaneous/Mini-Games. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5, 4.5, and 4 (out of 10). Released 11/23/99.

☐ **Space Channel 5** **Sega** **\$3/R1**

Designed by Tetsuya Mizuguchi. Developed by United Game Artists. Super-hyped rhythm game from Sega. Concept and look was superb, but execution was flat, as the timing was off throughout the game. Also, backgrounds and foreground characters never looked as if they were in the same scene, only dealing a harder blow to the game. Soundtrack by Wave Master. A sequel was available for Dreamcast in Europe only. Look for a cameo by Michael Jackson late in the game. Word is that when he heard about the game, he literally begged to be in it. Miscellaneous/Rhythm Game. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8 and 7 (out of 10). Released 06/07/00.

☒ **Spawn: In the Demon's Hand** **Capcom** **\$7/R2**

3D action/fighting game based on the Spawn comic book character. Difficult controls and camera. Acceptable graphics, but frustrating game play. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 10/19/00.

☐ **Spec Ops II: Omega Squad** **Ripcord** **\$5/R2**

Developed by South Peak. Tom Clancy style squad based combat game. Not as simulation oriented as a Ghost Recon or Rainbow Six. Based on the line of inexpensive Spec Ops games from the PlayStation console. Action/Military/Stealth Adventure. Released 10/26/00.

☐ **Speed Devils** **Ubi Soft** **\$4/R2**

Arcade racer where you compete in areas that have devastating weather effects. Earthquakes, tornadoes, land slides all play a part in the racing. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5 and 6.5 (out of 10). Released 11/02/99.

☐ **Speed Devils Online Racing** **Ubi Soft** **\$5/R2**

Sequel to Speed Devils, but this time you can race online as well as offline. Racing/Miscellaneous Racing. Supports online play.

PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 12/15/00.

Spider-Man Activision \$25/R4

Developed by Neversoft. Best looking of the versions released at the time. Be Spider-Man and combat evil in building, on roof tops, and at street level. Use your web slinging, super strength, and spider sense to gain the upper hand. Based on the Marvel Comics superhero created by Steve Ditko and Stan Lee. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 04/18/01.

Spirit of Speed 1937 Acclaim \$8/R2

Developed by LJN. One of the first titles to break the \$30 price barrier on it's launch. This was an unusual title, as it is the only racing game to simulate racing cars from the 1920's and 1930's. Reviewers had complained about the sluggish handling and slow acceleration of the cars. I'll state this again, it's a racing simulation of racing cars from the 1920's and 1930's. Racing/F1/Indy/Stock Cars. Released 06/28/00.

Sports Jam Agetec \$8/R3

Developed by Wow Entertainment (AM1). Based on the 2001 Sega coin-op. Think of this as a party game for sports junkies. It is a skills test using excerpts of different sports games. 12 different sports games are included, each game offering unique challenges that rely on reflex and timing. Sports/Multi-Sports. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5 and 5.5 (out of 10). Released 07/20/01.

Star Wars Episode I: Jedi Power Battles LucasArts \$29/R3

I guess the best version of this title to be released on the systems of the time, it was still a mess. Isometric view of the action where you use your Jedi skill to defeat the enemies of Star Wars Episode 1. Unfortunately, those enemies don't include George Lucas. Awful camera work, fumbling controls, the ability to get separated in 2 player mode and not rejoin each other, this was mess. Still, magazines spoke fondly of it. Fighting/3D Beat 'Em Up. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 10/11/00.

Star Wars Episode I: Racer LucasArts \$4/R2

Star Wars answer to street racing. Ported from the arcade game Star Wars: Pod Racer. Good graphics and sound, but little challenge. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8 and 8 (out of 10). Released 04/04/00.

Star Wars: Demolition LucasArts \$7/R2

Developed by Luxoflux. By the same developers who brought us the "Vigilante 8" series, so it's no surprise that this vehicle combat game plays quite a lot like the games from the V8 series. Strangely enjoyable game, and the Dreamcast graphics cleaned up a lot of the mess it had on other systems. Shooter/Vehicular Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (out of 10). Released 11/20/00.

StarLancer Crave \$10/R2

Developed by Warthog. Supports the MadCatz Panther DC controller. Shooter/First-Person Vehicle Shooter. Supports online play. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7 and 7 (out of 10). Released 11/22/00.

Street Fighter Alpha 3 Capcom \$12/R2 +

Based on the 1998 Capcom coin-op. Another in the long line of 2D Street Fighter games. Alpha 3 was fantastic on the Dreamcast. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 9 (out of 10). Released 05/17/00.

Street Fighter III Double Capcom \$13/R3

Impact

Based on the 1998 Capcom coin-op. More 2D fighting for Street Fighter fans. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8 and 7 (out of 10). Released 06/23/00.

Street Fighter III Third Strike Capcom \$35/R3

Based on the 1999 Capcom coin-op. The hardest of the Street Fighter games to find for the Dreamcast. Unfortunately, the most sluggish of the games. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8 and 7 (out of 10). Released 10/04/00.

Striker Pro 2000 Infogrames \$25/R5

Developed by Rage Software. Official UEFA licensed game. Exhibition, career, and training modes included. 1 to 4 players and supports the VGA adaptor. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7 and 6.5 (out of 10). Released 05/09/00.

Stupid Invaders Ubi Soft \$8/R2

Developed by Xilam. You play as one of five bumbling aliens being hunted down by the evil Dr. Sakarin. Solve puzzles and interact with other aliens in over 120 locations. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (out of 10). Released 07/06/01.

Super Magnetic Neo Crave \$10/R3

a.k.a. Super Magnetic Niu Niu
Developed by Genki. 3D platformer where you use the magnetic powers of Neo to move throughout the level and capture enemies. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6 and 3 (out of 10). Released 06/14/00.

Super Runabout San Francisco Edition Interplay \$20/R4

Developed by Climax Graphics. Arcade style racing where you tear through the streets of San Francisco. Big cars, big jumps, big air, big fun. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (out of 10). Released 10/25/00.

Surf Rocket Racers Crave \$10/R3

Developed by CRI. Wave Race type of game where you race your jet ski for points and bragging rights. 15 courses, 5 playable characters, one or two player racing. Modes include championship, tricks and techniques, hazards and obstacles, and head to head racing. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4.5 and 3 (out of 10). Released 03/06/01.

Suzuki Alstare Extreme Ubi Soft \$20/R5

a.k.a. Redline Racer
Developed by Criterion Games. Superbike racing, closer to arcade than simulation. Good graphics, but limited in track and cycle selection. Racing/Motocross/Cycle. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 6, and 5 (out of 10). Released 11/10/99.

Sword of the Berserk: Guts' Eidos \$3/R1

a.k.a. Berserk
Developed by Yuke's. 3D adventure/fighting game based on the popular Japanese series. You play as Guts and wield the Dragon Slayer, a huge sword that can take down any opponent. When your rage meter builds up, you can enter a Berserk mode that makes you almost unstoppable. Includes over an hour of cut scene cinematics. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and 7.5 (out of 10). Released 03/16/00.

- Sydney 2000** **Eidos** **\$3/R1**
Developed by Attention to Detail. Track and Field style of button-mashing game play, based on the summer Olympics licensing. And, as usual, suffers from the same curse as all other summer Olympic games. Sports/Track & Field. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5 and 4.5 (out of 10). Released 08/29/00.
- Tech Romancer** **Capcom** **\$20/R3**
a.k.a. Choukousenki Kikaioh
Based on the 1998 Capcom coin-op, 3D fighter using gigantic mechs. Very stylish, graphically awesome title. Solid fighter as well, with good models and a large 3D environment to fight within. The complete Tech Romancer anime movie is unlockable in the game, as are several VMU games to play on the go. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8 and 8 (out of 10). Released 06/14/00.
- Tee Off Golf** **Shiyouyo** **Acclaim** **\$9/R5**
a.k.a. Golf Shiyoyou
Developed by Bottom Up. Hot Shots style golf for the Dreamcast. Frustrating control physics hinder the game. Incredibly, this is the only golf game for this system. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4.5, and 4 (out of 10). Released 01/12/00.
- Tennis 2K2** **Sega** **\$10/R2 +**
a.k.a. Virtua Tennis 2
Developed by Hitmaker. Sequel to Virtua Tennis. This installment includes Serena and Venus Williams, Patrick Rafter, Jim Courier, Monica Seles, Lindsey Davenport and other tennis pros. Also includes create-a-player and the always entertaining training mini games. Sports/Tennis. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8 and 7.5 (out of 10). Released 10/01/01.
- Test Drive 6** **Infogrames** **\$4/R2**
Developed by Pitbull Syndicate. Arcade style racing using licensed cars. Fast speeds, tight corners, big air are the trademarks of this series. Too bad sloppy handling, unremarkable backgrounds, and poor car models are also hallmarks of Test Drive. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4 and 3 (out of 10). Released 12/16/99.
- Test Drive Le Mans** **Infogrames** **\$5/R2**
a.k.a. Le Mans 24 Hours
Developed by Melbourne House. A racing sim based on the 24 hour race event. Several different classes from stock up to prototype. You can race a few laps, a compressed 24 hour mode, or a real-time 24 hour race. Gorgeous models, superb light effects, and no slow down despite a field of 60fps cars on the track. Launched at a \$30 price point, leading many to incorrectly assume this was a bad title. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5 and 8.5 (out of 10). Released 11/09/00.
- Test Drive V-Rally** **Infogrames** **\$15/R4 +**
a.k.a. V Rally 2: Expert Edition
Developed by Eden Studios. The closest Dreamcast owners got to having the famous Colin rally series on their console. Rally racing emphasizing best times over head-to-head racing. Single race, stage events, and career modes available. Solid title. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5 and 7.5 (out of 10). Released 10/18/00.
- Time Stalkers** **Sega** **\$4/R1 -**
a.k.a. Climax Landers
Developed by Climax Graphics. Part of a continuing series whose names don't immediately point this out. Landstalker (Genesis) and Dark Savior (Saturn) preceded this one. PERIODICALS: Electronic

Gaming Monthly gave this game a 4.5, 3.5 and 3 (out of 10). Released 03/29/00.

- TNN Motorsports Hardcore** **ASC Games** **\$4/R2**
Heat
a.k.a. Buggy Heat
Developed by CRI. Off road circuit racing, driving buggies, trucks, modified cars, etc. Average racing title using the TNN license. Racing/Rally/Off-Road. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4, 4, and 3.5 (out of 10). Released 09/09/99.
- Tokyo Extreme Racer** **Crave** **\$5/R2**
a.k.a. Tokyo Highway Challenge
Tokyo Highway Challenge 2
Developed by Genki. Illegal street racing at night on Japan's super highways. Pull up behind a driver, flash your lights to challenge, then take off. Winner takes all. Customize your car, spend your earnings, or gamble for pink slips. Limited to racing different sections of same highway, and only at night, but that's how illegal street racing is. Racing/Street Racing. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (out of 10). Released 09/09/99.
- Tokyo Extreme Racer 2** **Crave** **\$20/R3**
Developed by Genki. Takes all the elements of the original Tokyo Extreme Racer and add some new highway courses. Same car customization, variable traffic conditions, same battle system, but still a blast. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8 and 7.5 (out of 10). Released 09/26/00.
- Tom Clancy's Rainbow Six** **Majesco** **\$4/R2**
Developed by Red Storm. Port of the PC squad based first-person shooter. Equip your teammates, study your objectives, plan your route of attack, and have at it. Controls not translated too well to the Dreamcast controller, and graphics were of a N64 quality. Action/Military/Stealth Adventure. EASTER EGGS: Try "rudeness mode". While playing a game, push the analog-stick Right, the D-pad Down, and the A button. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7 and 6.5 (out of 10). Released 05/08/00.
- Tom Clancy's Rainbow Six: Rogue Spear** **Majesco** **\$8/R4**
Developed by Red Storm. New missions for the venerable Rainbow Six team. Plan your mission, equip your team, save the hostages. Includes a fun split-screen multi-player mode this time. Graphics improved as well. Action/Military/Stealth Adventure. Released 11/20/00.
- Tomb Raider: Chronicles** **Eidos** **\$4/R2**
Developed by Core Design. Another painful entry in the Tomb Raider series. More 3D adventure action, where you jump, climb, swing, shoot your way to victory. Moving to the Dreamcast did nothing for this series. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (out of 10). Released 11/22/00.
- Tomb Raider: The Last Revelation** **Eidos** **\$3/R1**
Developed by Core Design. Another painful entry in the Tomb Raider series. More 3D adventure action, where you jump, climb, swing, shoot your way to victory. Moving to the Dreamcast did nothing for this series. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 3 (out of 10). Released 03/25/00.
- Tony Hawk's Pro Skater** **Crave** **\$5/R1 +**
a.k.a. Tony Hawk's Skateboarding
Developed by Neversoft. Take the legendary Tony Hawk from

PlayStation, sugar coat it with 128-bit goodness, and you have the makings of something extraordinary. Only to be outdone by Tony Hawk's Pro Skater 2. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9 and 8.5 (out of 10). Released 05/24/00.

- ✓ Tony Hawk's Pro Skater 2** Activision \$8/R2 +
Developed by Neversoft. Tony Hawk couldn't get any better at the time. Unlike the first title being ported from the PlayStation to the Dreamcast, this title was MADE for the Dreamcast, and it showed. Controls that seemed to be made for the Dreamcast controller, beautiful graphics, smooth frame rate, nothing could be wrong with this title. Includes all the famous trick modes, 2-player battles, and free skate. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 10 (out of 10). Released 11/07/00.

- ☐ Toy Commander** Sega \$3/R1 +
Developed by No Cliché. Take a game like Army Men... then make it good. Toy Commander takes the toys gone wild theme and spreads it out over an epic battlefield; that being an entire house. You must fight off renegade toys led by the evil Huggy Bear, who are tired of being neglected, and now want to strike back. Missions range from bombing runs, to frontal assaults, to sea battles, to fending off alien abductions. And don't forget the infamous Godzilla battle. Followed up by an online racing game in Europe, using only the drivable vehicles from the series. Toy Racer was done as a fund raising project for homeless children. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 7.5 (out of 10). Released 11/04/99.

- ☐ Toy Story 2: Buzz Lightyear to the Rescue (Disney's)** Activision \$7/R2
Developed by Traveller's Tales. Take control of Buzz Lightyear from the Disney movies and rescue from the greedy Collector. Use Buzz's different weapons and gadgets to get the job done. Single player 3D adventure. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 5 (out of 10). SANTULLI SLANT: One of TWO Buzz Lightyear games for the Dreamcast, this one tries really hard to borrow the successful elements of the earlier Dreamcast game "Toy Commander" and inject that Disney charm. It kinda works, but the game just doesn't offer that WOW factor of its inspiration and comes across as somewhat rushed in the process. It's not a complete wash, but I would certainly direct everyone to play the better of the two games, given the choice. Veterans: picture Dreamcast's "Toy Commander" but with virtually all of your missions from the same vehicle (Buzz Lightyear). [Gr: 7, So: 7, Ga: 6, Ov: 7] Released 06/28/00.

- ☐ Trickstyle** Acclaim \$3/R1
Developed by Criterion Games. A skateboarding game where the boards hover. Trick and race events in futuristic arenas and venues. 1 or 2 players, trick, career, free hover modes available. Sports/Futuristic. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 8.5, 6, and 6 (out of 10). Released 09/09/99.

- ☐ Typing of the Dead, The** Sega \$8/R2 +
Developed by Smilebit. Based on the 1999 Sega coin-op. Yes, Virginia, there is a dedicated arcade coin-op version of this excellent game. It's House of the Dead, but the heroes wear Dreamcast consoles strapped to their backs, and have keyboards at the ready for zombie-killing action. This game supports a keyboard controller. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7 and 7 (out of 10). Released 01/23/01.

- ☐ UFC: Ultimate Fighting Championship** Crave \$4/R1
Developed by Anchor Inc. The any-style, no-holds-barred fighting

brought to the Dreamcast. Challenging game where knowing the moves can be the difference between and drawn out match and a 30 second pin. 1 or two players. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7 and 6 (out of 10). Released 08/29/00.

- ☐ Unreal Tournament** Infogrames \$4/R1
Developed by Secret Level. First of the Dreamcast online titles to support 8 player online game play. Unreal Tournament from the PC, now on the Dreamcast. One of the few US-released games to officially support the Broadband Adapter. Also supports the mouse, keyboard and MadCatz Panther DC controller. Shooter/First-Person Shooter. Supports online play. EASTER EGGS: Ah, "God mode". The official mode of Digital Press readers everywhere! To get it here, pause the game, then press Left, Left, Right, Right, Down, Up. The game will continue but this time you can't be harmed. Godly! PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5 and 6.5 (out of 10). Released 03/13/01.

- ☐ Urban Chaos** Eidos \$4/R2 -
Developed by Mucky Foot. Port of the PC game with the same title. Still suffers from poor frame rate and choppy game play. You play a rookie cop out to stop crime that has overrun the city. You can move on foot or by car to your objectives. Stop crime along the way, engage in fights with pedestrians, all in a fashion similar to Grand Theft Auto. Unfortunately, only in a similar way to GTA. Action/3D Adventure. Released 10/20/00.

- ☐ Vanishing Point** Acclaim \$8/R3
Developed by Clockwork Games. Unusual mix of vehicles in this racing title. Weave your way in and out of traffic while taking on other drivers. Good graphics, but buggy controls. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6 and 5 (out of 10). Released 12/27/00.

- ✓ Vigilante 8: 2nd Offense** Activision \$5/R2
Developed by Luxoflux. Take the original Vigilante 8, sprinkle it with sunshine, add a couple of armored busses, and you've got more vehicle combat ala Twisted Metal Black style. Fun on a disc. Shooter/Vehicular Combat. LANDMARK: We love the original Vigilante 8 levels, so it should come as no surprise that we really love the code that unlocks them all in this game: just enter OLD_LEVELS at the password screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and 7 (out of 10). Released 12/28/99.

- ☐ Virtua Athlete 2000** Agetec \$8/R2
Developed by Hitmaker. 7 track and field events, brought to the Dreamcast in all their button-mashing goodness. Customize your athlete, upload and download your scores, compete against 3 other people. This is a fun title that doesn't require an engineering degree to figure out. Just what good gaming is all about. Sports/Track & Field. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6 and 5 (out of 10). Released 09/13/00.

- ☐ Virtua Fighter 3tb** Sega \$4/R2
Designed by Yu Suzuki. Developed by AM2 (Sega). Based on the 1998 Sega coin-op. The "tb" in the title stands for "Team Battle", which was more obvious in the arcade version of the game. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and 7.5 (out of 10). Released 10/21/99.

- ☐ Virtua Striker 2** Sega \$5/R2
Developed by Amusement Vision. Soccer on the Dreamcast, in more of an arcade style than sports simulation. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4, 4, and 3.5 (out of 10). Released 03/14/00.

- ☐ Virtua Tennis** Sega \$3/R1 +
Developed by Hitmaker. Based on the 1999 Sega coin-op. Here is a

game that the gaming gods gave to the world, to remind the players and developers that sometimes the answer to good gaming can be as simple as this. Take on a career mode, play singles and doubles, or hook up 4 controllers for an all human doubles match. Game play is as simple as Pong, but graphics are "slightly" better. One of the most addictive games you will ever play. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 8 and 7.5 (out of 10). Released 07/11/00.

Virtual On: Oratorio Tangram Activision \$15/R3

Developed by Hitmaker. Based on the 1998 Sega coin-op. The popular series from Saturn and the arcades now comes to the Dreamcast. Mech combat that is fast and furious. Third person perspective in a 3D battle arena. Known for it's use of a Twin Stick controller, mapping the controls to the Dreamcast controller didn't diminish the experience. One of the few titles to also support a hidden system link mode. Action/Mech Battle/Sim. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 (out of 10). Released 06/01/00.

Wacky Races Infogrames \$6/R2

Developed by Sheffield House. Based on the 1968 Hanna-Barbera cartoon series. Kart racing using famous characters like Penelope Pitsoot, Dick Dastardly & Muttley, and the Slag Brothers. Cars, characters, and personalities are all a factor during the races. Cel-shaded graphics that make the game look like you are in the cartoon. Excellent title for 1 to 4 players. Racing/Kart Racing. EASTER EGGS: Let's unlock stuff. Go to the cheat menu, enter "WACKYGIVEAWAY" to unlock all of the tracks. Enter "WACKYSPOILERS" to unlock all of the cars, and enter "BARGAINBASEMENT" to unlock all player abilities. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7 and 6.5 (out of 10). Released 06/28/00.

Wetrix+ Acclaim \$8/R2

Developed by Zed Two. Puzzle game played on a changing water landscape. 3D game play for 1 or 2 players. Puzzle/Action. Released 01/05/00.

Who Wants to Beat Up a Millionaire Simon&Schuster \$8/R2 - Millionaire

Developed by Havas Interactive. Trivia game that pokes fun at the Who Wants To Be A Millionaire phenomenon. Funny at first, but limited question base and short-lived novelty wears thin fast. Puzzle/Trivia/Quiz. PERIODICALS: Electronic Gaming Monthly gave this game a 1 (out of 10). Released 12/01/00.

Wild Metal Rockstar Games \$4/R2

Developed by DMA Design. Futuristic tank battle game. First and third person perspective action in a 3D environment. Take on enemy tanks, hard targets, and ground and air weapons. Shooter/Vehicular Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 5, and 4 (out of 10). Released 02/01/00.

World Series Baseball 2K1 Sega \$3/R1

Developed by Wow Entertainment (AM1). First baseball title for the Dreamcast using the Sega Sports name. Very disappointing game, since Sega nailed it with World Series Baseball 98, considered one of the best baseball games ever made. In 2K1, you couldn't control the outfielders. No one could understand that. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 3 and 2.5 (out of 10). Released 07/22/00.

World Series Baseball 2K2 Sega \$8/R2

Developed by Visual Concepts. Big improvement over World Series 2K1. Control of the outfielders regained, but not quite there yet. Showed the potential it had, which spilled over to the Xbox version a year later. Sports/Baseball. Supports online play. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6 and 4.5 (out of 10). Released 08/08/01.

Worms Armageddon Hasbro Interact \$8/R2

Developed by Team 17. Worms are back in their famous turn-based combat. 2D side-scrolling strategy using funky weapons to eliminate your worm competitors. 1 to 4 players. Puzzle/Action. Released 12/10/99.

Worms World Party Titus \$25/R5

Developed by Team 17. Worms are back in their famous turn-based combat. 2D side-scrolling strategy using funky weapons to eliminate your worm competitors. 1 to 4 players. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8 and 7.5 (out of 10). Released 06/04/01.

WWF Attitude Acclaim \$4/R2

Wrestling featuring famous WWF superstars of the time. The best of the wrestling titles for the Dreamcast. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7 and 6.5 (out of 10). Released 11/09/99.

WWF Royal Rumble T*HQ \$3/R1

Developed by Yuke's. Based on the 2000 Sega/T*HQ coin-op. Standard wrestling game for the Dreamcast. The popular stars of the Royal Rumble series make their appearance in this title. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5.5 and 4 (out of 10). Released 08/15/00.

Xtreme Sports Infogrames \$5/R2

a.k.a. Sega Xtreme Sports

Developed by Interloop. Here's a title that could have been a contender. Seemed to have been release incomplete because they knew the Dreamcast was ending. Play 6 different extreme sports games including bungee jumping and sky surfing. 1 or 2 players. Also has the ability to ride up to someone and punch them to knock them over, like Road Rash or Xtreme from the PlayStation. Online mode was removed from the title to get it released early. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5 and 6.5 (out of 10). Released 11/28/00.

Zombie Revenge Sega \$3/R1

Developed by Wow Entertainment (AM1). Based on the 1999 Sega coin-op. Fun but challenging Final Fight style spin-off of the House of the Dead series. The weapons selection is of particular interest in this game: it includes a three foot long drill, and the guitar case based weapons seen in the Robert Rodriguez film, Desperado. VMU ability to raise your own zombie, train it on the VMU, then drop it in the game to control as a playable character. Fighting/3D Beat 'Em Up. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8, and 6.5 (out of 10). Released 01/25/00.

Total # of items in this section: **252**

Non U.S. Exclusives

90 Minutes: Sega Championship Football Sega \$3/R3

Developed by Smilebit. Packaging variations: -50 (English, German, French and Spanish); There really isn't anything to say about this game, it's one of the many bad soccer games on the Dreamcast. BOX DESCRIPTION: "Incorporating state of the art visuals and animation which is so realistic you'll be handing out the oranges at half time! There are over 32 National Teams and Club Teams from all the major leagues across Europe, so you can either challenge the World Championship or compete for title glory in a Domestic league competition. Combine this with the ability to alter in-game strategy and tactics, create and edit your own team, complete with individual player creation features, this is the choice for any true

football fan." Released 10/26/2001. #MK-51190-50.

-  **Aqua GT** **Take 2** **\$8/R5**
Developed by East Point Software. Packaging variations: -50 (English, French and German); A decent boat racing game which didn't make it over here for unknown reasons, would have been a nice addition to the US library, worth buying if you get the chance to. PERIODICALS: Dreamcast Kult rated this game a 5 (out of 10). BOX DESCRIPTION: "Aqua GT is a powerboat racing game. There are four classes of boats with different characteristics; you must master them all to become a true champ. Do you have what it takes to be a winner or will you be left drowning?!! - 20 different boats, all with unique features - Each track is based in real cities from around the world - Take on your mates in Two player mayhem." Released 12/15/2000. #T-40509D-50.

-  **European Super League** **Virgin** **\$6/R4**
Developed by Crimson. Packaging variations: -50 (English, French, German, Spanish, Portuguese and Italian); Yet another football game and it doesn't do any better than the other ones, only for completists. PERIODICALS: Dreamcast Kult rated this game a 5 (out of 10). Released 2/23/2001. #T-7015D-50.

-  **Evil Twin: Cyprien's Chronicles** **Ubi Soft** **\$14/R6**
Developed by Utero. Packaging variations: -80; harder to find than the other variation. Released 4/12/2002. #T-46605D-80.

-  **Evil Twin: Cyprien's Chronicles** **Ubi Soft** **\$14/R5**
Developed by Utero. Packaging variations: -71 (English, German, French and Spanish); One of the last releases for the dying Dreamcast and hard to find. It's worth it but the game is quite buggy. I'm afraid you are better off getting the PS2 version. BOX DESCRIPTION: "Embodiment Cyprien, a young orphan who is transported in a fabulous and spellbinding universe corrupted by a strange threat. You will evolve in frightening scenes, fight against the darkest enemies you could ever imagine, and try to solve the endless mysteries of this fascinating world. A true masterpiece that promises you unforgettable hours of gaming." Released 4/12/2002. #T-46605D-71.

-  **Exhibition Of Speed** **Virgin** **\$5/R5**
Developed by Player One. Packaging variations: -50 (English, French, German, Spanish, Italian and Dutch); This one's really hard to find for a racing game but as soon as you play it you know why, man, Dreamcast didn't deserve games like this. PERIODICALS: Dreamcast Kult rated this game a 3 (out of 10). BOX DESCRIPTION: "Looking for high-speed authentic arcade action? Strap yourself firmly in for this electrifying new racing game. Extensive game features include: - over 20 world-class racing vehicles, including hidden cars which need to be 'unlocked.' - 15 challenging tracks with varying weather condition in 5 different universes - Spectacular car jumps with additional power boosters on the track - Stunning visual SFX on the landscapes - Multiplayer gaming for up to 4 players." Released 5/11/2001. #T-22903D-50.

-  **F1 Racing Championship** **Video System** **\$8/R3**
Developed by Ubi Soft. Packaging variations: -50 (English, German, Dutch, French, Italian and Spanish); Latest installment of the "F1 Racing" series on Dreamcast, and the best one too, worth getting for every Formula 1 fan. PERIODICALS: Dreamcast Kult rated this game a 8 (out of 10). BOX DESCRIPTION: "Experience the thrill of 1999 Formula One season with F1 Racing Championship, officially licensed by Formula One Administration Limited! - All the latest teams, cars, tracks and rules of the official 1999 Formula 1 Season - Immediate fun in "Pick up & play" mode, ultra-realistic driving sensations in Simulation mode - Multi-race options including multiplayer action - Advanced Artificial Intelligence System - Contains music by Garbage!" Released 6/26/2001. #T-17706D-50.

-  **F1 World Grand Prix 2** **Unknown** **\$3/R3**

Packaging variations: -50 (English, French, German, Spanish and Italian); This is the F1 game of your choice, but yet again it wasn't released in the US due to the lack of interest in F1. PERIODICALS: Dreamcast Kult rated this game a 8 (out of 10). Released 12/8/2000. #T-3002D-50.

-  **Fighting Vipers 2** **Sega** **\$8/R5**

Developed by AM2 (Sega). Packaging variations: -50 (English, German, French and Spanish); One of the more surprising exclusives, you'd think Sega would bring a decent fighter to the US, but they didn't. Quite hard to find, seems as if it didn't sell very well. PERIODICALS: Dreamcast Kult rated this game a 7 (out of 10). BOX DESCRIPTION: "The sequel to the innovative Fighting Vipers has arrived and is set to ignite the world of beat 'em ups once again. Revenge has conquered your mind and aggression has poisoned your blood as you take control of a band of "Vipers", each boasting distinct weapons in a fight to remove dictatorship from the city's Mayor. With four modes of play to test your "staying power", Fighting Vipers 2 is sure to put your pulse into overload." Released 3/2/2001. #MK-51154-50.

-  **Giant Killers** **AAA Games** **\$12/R5**

Developed by Smoking Gun, not released in the US (UK only); packaging variations: -50 (English); Surprisingly enough this is the only football manager game on Dreamcast and it's not to easy to find even in the UK, seems to have been a limited release. Released 5/11/2001. #T-45401D-50.

-  **Headhunter** **Sega** **\$15/R3**

Developed by Amuze. Packaging variations: -50 (English, French, German and Spanish); It's a shame this fantastic game wasn't released in the US, an absolute must-have for the Dreamcast. BOX DESCRIPTION: "The Future is a dangerous place, especially when you don't know where you are, who is trying to kill you and why. It's California in the early twenty first century, human capital has a new meaning and leading the war against crimes is the ACN, an elite force of privatized law enforcers known as "Headhunters". In a truly interactive world you play the part of leading renegade headhunter Jack Wade who must embark on a journey of truth and justice, rediscover his identity and turn the criminal tide." Released 9/1/2001. #MK-51041-50.

-  **Jimmy White's 2: Cueball** **Virgin** **\$6/R4**

Developed by Awesome Developments. Packaging variations: -50 (English, French, German, Italian and Spanish); The only Snooker/Pool game released in Europe and a good one too, every fan of this sport should call it it's own. PERIODICALS: Dreamcast Kult rated this game a 8 (out of 10). BOX DESCRIPTION: "Jimmy White's Cueball 2 is the most realistic snooker and pool simulation available, with stunning attention to detail, accurate ball physics and motion captured hands that act as referee and your opposition - all in gorgeous graphics. It also includes the greatest conversions of other bar games such as darts, draughts, a one-armed-bandit machine and Dropzone arcade cabinet." Released 1/7/2000. #T-7001D-50.

-  **MoHo** **Take 2** **\$9/R4**

Developed by Lost Toys. Packaging variations: -50 (English and German); Seems to have been only released in the UK and Germany but still isn't too hard to find, yet, a lot of retailers have these left in stock. BOX DESCRIPTION: "The Dead Man's walk is a roll in the Park. Feel the earth move and the crowds roar as the biggest, baddest criminals in the galaxy run riot for their freedom. Smash, slash, claw and work your way through over 80 Gladiator levels of addictive and quick-thinking multiplayer arcade action. Only one rule applies: Entertainment without parole." Released 11/7/2000. #T-40508D-50.

-  **Monaco Grand Prix Racing** **Ubi Soft** **\$5/R3**

Simulation 2

Packaging variations: -05 (English, title: "Monaco Grand Prix Racing Simulation"), -18 (German, title: "Racing Simulation 2"), -58 (French, Italian, Spanish and Dutch); Was released with a different cover under the name "Racing Simulation 2" in Germany as that's the name of the game on PC. PERIODICALS: Dreamcast Kult rated this game a 7 (out of 10). Released 10/14/1999. #T-17701D-50.

☐ **Monaco Grand Prix Racing Simulation 2 On-Line** **Ubi Soft** **\$5/R3**

Packaging variations: -50 (English, German, French, Italian and Spanish); Yet another F1 game that didn't make it to the US, worth getting if you're into the sport although you might be better off getting the PC version. BOX DESCRIPTION: "The ultimate race experience: Monaco Grand Prix Racing Simulation 2 Online. - Superb 3D graphics and realistic sounds for the ultimate race atmosphere - 17 circuits and 11 teams with their own cars - 5 game modes including multiplayer (2 player split-screen and online via the internet) - comprehensive set-up options, selectable weather conditions, intuitive controls. Test your skills in the toughest competition in the world." Released 9/28/1999. #T-45006D-50.

☐ **Planet Ring** **Sega** **\$5/R2**

Packaging variations: -50 (English, German, French and Spanish); was available for free Released 12/8/2000. #MK-51125-50.

☐ **Planet Ring (incl. Microphone)** **Sega** **\$8/R4**

Packaging variations: -50 (English, French, German and Spanish); Planet Ring is an online game, as far as we know the ONLY online-only game ever released in Europe but not in the US! BOX DESCRIPTION: "Indulge yourself in a totally new concept, created by Sega for its world of On-line gaming, and experience a new form of on-line communication. "Planet RING" is an "Online Theme Park", containing many exciting elements, which you can only experience through Dreamcast. There are currently 4 mini attractions (games) on this Planet, each is simple but addictive - "Dream Dorobó", "Ball Bubble", "SOAR" and "Splash", and together with other amenities such as "RING Messenger" and many entertaining events to be introduced in the future, this is truly a gamers paradise!" Released 12/8/2000. #MK-51225-50.

☐ **Pro Pinball Trilogy** **Acclaim** **\$20/R5**

Packaging variations: -05 (English), -06, -09 (French), -18 (not on the official Sega list, but confirmed by the German publisher Koch Media Deutschland GmbH); If you do like pinball games, this is a must-have. Features all three titles of the series (Timeshock!, Fantastic Journey, Big Race USA) which are each already superb on their own. BOX DESCRIPTION: "The first pinball game on the Dreamcast. The latest evolution in the highly acclaimed Pro Pinball series will set your fingers flying and your senses reeling as you embark on the most nail-biting, adrenaline-pumping pinball experience ever encountered. - 3 of the best pinball tables ever created, with their own unique themes - Realistic ball physics and gravity - Incredible table detail featuring bumpers, ramps, drop targets, magnets and more - Frenzy feature allows 10 balls in play at once - Dot matrix mini games - Customize tables with Age, View and Flipper power - Innovative opponents and characters throughout" Released 5/25/2001. #T-30701D-50.

☐ **Qui Veut Gagner Des Millions?** **Eidos** **\$8/R6**

a.k.a. Who wants to be a millionaire?

Packaging variations: -09 (French); French version of 'Who Wants To Be A Millionaire?', it's not just a translation though! Released 8/10/2001. #T-36811D-XX.

☒ **Rez** **Sega** **\$35/R5**

Developed by United Game Artists. Packaging variations: -50 (English, French, German and Spanish); there are two different

pressings of this game, one of them was mainly sold in the UK by Big Ben, the other one in whole Europe. There were also defective pressings, so you might be better off to only get an opened copy, a lot of the sealed one could be non-working copies. #MK-51192-50.

☐ **Sega Worldwide Soccer 2000** **Sega** **\$5/R3**

Developed by Silicon Dreams. Packaging variations: -50 (English, German, French and Spanish); One of the many euro-exclusive soccer games, and it's not a shame it is. Interesting enough it sold quite well, a clear sign for the lack of good soccer games on Sega's system. PERIODICALS: Dreamcast Kult rated this game a 5 (out of 10). BOX DESCRIPTION: "Sega and Silicon Dreams are on the ball to bring Sega Worldwide Soccer 2000 to Dreamcast. The beautiful game is brought to life in this fast action packed soccer simulation. Put on your old school kit and challenge all your friends (up to four people can play). Sega Worldwide Soccer 2000 - miss out on this and you will be as sick as a parrot. Pick it up on a transfer and you will be over the moon." Released 9/26/1999. #MK-51031-50.

☐ **Sega Worldwide Soccer 2000: Euro Edition** **Sega** **\$5/R4**

Developed by Silicon Dreams. Packaging variations: -50 (English, French, German and Spanish); A pseudo-update to SWWS 2000, released shortly before the Euro 2000. Nothing has improved since the first game and as no one wanted to spend money again on this one the Euro Edition is quite rare. PERIODICALS: Dreamcast Kult rated this game a 6 (out of 10). BOX DESCRIPTION: "Sega Worldwide Soccer 2000 Euro Edition is more than an update, it's a whole new playing and visual experience. Euro Edition features: New game modes - 6 specific football gaming modes. New "arcade" style player models - greater attention to detail has been paid to players features, build and kits right down to hair styles. VM Corner tactics, a great new speed slider that allows you to choose the speed of the game and a whole host of new features. Sega Worldwide Soccer 2000 Euro Edition is the sweet nutmeg that puts it past the competition..." Released 5/26/2000. #MK-51083-50.

☐ **Shenmue II** **Sega** **\$25/R4**

Developed by AM2 (Sega). Packaging variations: -50 (English, German, French and Spanish); Yeah, you read right, the Sequel to the fantastic Shenmue was released in English in Europe and it's even better than the first game, get this one as fast as you can, absolutely worth it's money. Hard to get with perfect cardboard-box or even sealed. BOX DESCRIPTION: "Across the sea, from a distant land in the East, he shall appear... the epic adventure of Shenmue is re-borne once again as Ryo Hazuki arrives in Hong Kong on his continued mission to avenge his father's death and discover the truth behind the Phoenix Mirror. In a world almost three times bigger than the original you will have to interact with many people and gain the knowledge you need through a variety of experiences, but beware who you trust. Full of emotional encounters Shenmue II is a compelling and majestic production that will engulf your entire existence..." Released 2/15/2002. #MK-51184-50.

☐ **Stunt GP** **EON Digital** **\$6/R3**

Developed by Team 17. Packaging variations: -50 (English, French, German, Italian and Dutch); Another racing game, but as it is an RC racer with focus on Stunts, this might be worth an import just for playing it, especially as it has a 4-Player mode and supports the racing wheel. BOX DESCRIPTION: "Hold on tight for the ultimate in radio-controlled racing! Stunt GP is as close as you will ever get to the gravity-defying stunts and lightning-speed racing of radio-controlled cars. In a range of beautifully rich environments, Jam-packed with ramps, fly-overs, and loop-the-loops, perform exhilarating daredevil stunts while racing sensational vehicles at breakneck speeds. Stunt GP's stunning visuals provide total players immersion for maximum fun and adrenaline-pumping action."

Released 1/8/2001. #T-229040-50.

- ❑ Taxi 2 - Le Jeu** **Ubisoft** **\$30/R7**
Developed by Blue Sphere, not released in the US (France Only); packaging variations: -09 (French); Taxi 2 is the game after Luc Besson's movie "Taxi", Taxi's hit sequel to "Taxi". It was only released in France and has become hard to find. Not worth the money gameplay-wise but a nice collectors item! Released 12/1/2000. #T-17708D-09.
- ❑ Toy Racer** **Sega** **\$4/R3**
Developed by No Cliché. Packaging variations: -50 (English, German, French and Spanish); This installment in the 'Toy'-series surprisingly didn't make it stateside, reasons are unknown. It's mainly an online game and doesn't have AI-drivers at all, if you can't find friends to play with you (offline) you actually have to drive around on your own! PERIODICALS: Dreamcast Kult rated this game a 7 (out of 10). BOX DESCRIPTION: "On your marks and get set for Toy Racer, as you and up to three players take control in the miniaturized world that is Toy Racer, be the first to cross the finish line but who says you need to play fair! Race against friends or challenge thousands of other players across Europe online! Featuring four crazy tracks, over twenty-four vehicles, lots of weapons and bonuses on each track. Who says size matters?" Released 12/22/2000. #MK-51149-50.
- ❑ UEFA Dream Soccer** **Sega** **\$6/R3**
Developed by Silicon Dreams. Packaging variations: -05 (English); UEFA Dream Soccer is one of the soccer games only released in Europe and it is also one of the failed attempts by Sega to produce a really good soccer game to push the Dreamcast. Although it has an UEFA license the player names are not correct. If you want a quick game of soccer with up to four players, this is the right choice on the Dreamcast. What makes this game special is the appearance of female teams and a lot of unorthodox game modes like Time Attack. PERIODICALS: Dreamcast Kult rated this game a 6 (out of 10). Released 12/8/2000. #MK-51095-05.
- ❑ UEFA Dream Soccer** **Sega** **\$6/R3**
Developed by Silicon Dreams. Packaging variations: -18 (German); The main commentator is Marcel Reif, but the second one is Christian Rudolf, the German voice of Tsubasa Ohzora of the well-known TV series. PERIODICALS: Dreamcast Kult rated this game a 6 (out of 10). Released 12/8/2000. #MK-51095-18.
- ❑ UEFA Dream Soccer** **Sega** **\$6/R3**
Developed by Silicon Dreams. Packaging variations: -06, -09 PERIODICALS: Dreamcast Kult rated this game a 6 (out of 10). Released 12/8/2000. #MK-51095-XX.
- ❑ Who Wants To Be A Millionaire?** **Eidos** **\$5/R3**
Developed by Hothouse Creations. Packaging variations: -05 (English); I have no idea why the game after the famous show didn't make it to the US, it could have sold quite good, but I guess the Dreamcast market was too weak at the end of it's life, very easy to find game as a lot of retailers ordered too many. BOX DESCRIPTION: "Who wants to be a millionaire? The game that has captured the nation's imagination can now be played in your own home. With Chris Tarrant as your host, the excitement and tension of the TV show "Who Wants To Be A Millionaire?" is now available on Dreamcast allowing you to become a virtual millionaire." Released 12/17/2000. #T-36811D-05.
- Total # of items in this section: **30**

HOME BREW GAMES

- ❑ Feet of Fury** **The Goat Store** **\$15/R2**
LANDMARK: The first "official" homebrew for the Dreamcast. Released 06/07/03.
- ❑ Inhabitants** **The Goat Store** **\$15/R1**
Developed by S+F Software. A puzzle game in which you need to clear as many tiles off the screen as possible, while getting special combos to score more points. After you master the game by yourself, take on your friends in two player or four player mode. Puzzle/Action. Released 05/24/04.
- ❑ Maquiapi** **The Goat Store** **\$15/R1**
Developed by JMD. It's Shanghai for Dreamcast. Traditional/Board Game. Released 05/24/04.
- Total # of items in this section: **3**

PROTOTYPES AND ONE OF A KINDS

- ❑ Half-Life** **Sierra** **\$0/R10**
Half-Life was completed and ready for production by Sierra but the decision was made at the last minute to cancel the game before it was mass produced. Even though pre-release reviews of the game were glowing more than likely a bean counter decided that company would lose money by releasing it to a dwindling market instead of writing it off.
- ✂ Propeller Arena** **Sega** **\$0/R10**
Developed by AM2 (Sega). Another casualty of the 9/11 attack on the US. This flying/dogfight title's release was very near at hand on that date, which was also near the end of the Dreamcast's retail life. Scrapped.
- Total # of items in this section: **2**

HARDWARE AND PERIPHERALS

- ❑ 1MB Memory Card** **Nuby** **\$5/R2**
1 MB (200 blocks) memory card. #5375.
- ❑ 2-Way Wireless Controllers** **Docs** **\$20/R3**
Wireless versions of the Nuby controllers.
- ❑ 3-in-1 Connector** **Various** **\$0/R0**
a.k.a. Multi-Connector
Depending upon the model devices like this allowed the use of controllers designed for other game systems such as the Sega Saturn and the Sony PlayStation. They normally also included a memory card slot.
- ❑ 4MB Memory Card** **Nuby** **\$10/R2**
4 MB (800 blocks) memory card. #5376.
- ❑ 4X Genuine Memory Card** **Pelican** **\$10/R2**
4 Meg (800 blocks) memory card with connector port for linking up to a PC. Available in clear, translucent blue and black.
- ❑ 4X Memory Card** **Sega** **\$15/R4**
Sega's official 4x memory card. This featured a button on the end of the unit to select different memory banks. You can tell which memory bank you are using by which wedge shaped LED is lit. #HKT-4100.
- ❑ Advanced Controller** **Naki** **\$10/R2**

The deluxe control pad from Naki.

- ☐ Arcade Stick** **Agetec** **\$20/R2**
Full sized joystick controller ideal for fighting games. Features a metal base, solid construction and slot for a single VMU/memory card.
- ☐ Arcade Stick** **Interact** **\$20/R2**
Full sized joystick controller with a metal base, rubber hand rest and a VMU/memory card slot.
- ☐ AstroPad** **Performance** **\$10/R2**
Control pad for Dreamcast featuring two memory card slots. Available in gray and solid red, green, blue, black, translucent colors such as black, red, green, blue, and clear.
- ☐ Automatic RF** **Naki** **\$10/R2**
A standard RF adapter.
- ☐ Basic Memory Card** **Performance** **\$10/R2**
1 Meg (200 blocks) memory card. Includes storage case.
- ☐ Broadband Adapter** **Sega** **\$75/R7**
Available only from Sega's online store and was available only for a short period of time. National Console Support (www.ncs.com) also carried the adapter for a short while.
- ☐ Concept Four Racing Wheel** **Interact** **\$40/R2**
One of the best steering wheel controllers for the Dreamcast. Partial metal construction, foot pedals, mounting clamps for stability and feedback. A must have for the many racing games on the Dreamcast.
- ☐ Console, Dreamcast** **Sega** **\$45/R3**
The original (and more common) Dreamcast console is beige in color, supports "GD-ROM" and CD-ROM format, has built-in support for four controllers and a modem pre-installed into the system.
- ☐ Console, Sega Sports Edition** **Sega** **\$0/R0**
Dreamcast
All black Dreamcast with matching controllers. As the name implies the package included several Sega Sports titles. Available for a limited time only. Even though large numbers were produced it is surprisingly uncommon to find one on the used market.
- ☐ Controller** **200 Toy** **\$10/R4**
A third party six button programmable controller with auto-fire. It sports a unique stickless ball for the analog control and will accept two memory/vibration packs. Available in clear plastic or translucent blue, green or pink. #
- ☐ Controller** **Sega** **\$0/R0**
Available in standard gray/white, all black (Sega Sports edition of the Dreamcast), or in transparent color versions.
- ☐ Controller, Enforcer** **TopMax** **\$0/R0**
A joystick-style controller.
- ☐ DC Commander** **Nyko** **\$10/R2**
Control pad for the Dreamcast.
- ☐ DC Extension Cable** **Pelican** **\$7/R1**
6.5 ft. extension cable for controllers.
- ☐ DC Link Cable** **Various** **\$15/R5**
A cable that allows you to connect your Dreamcast directly to a PC. AKA a Coders Cable. Used for directly downloading programs into the Dreamcast for development purposes.
- ☐ DC Vibration Pack** **Pelican** **\$10/R2**
Vibration pack. Available in gray, teal, berry and blue.
- ☐ Double Power** **EMS** **\$25/R5**

Allows two VMU's/memory cards to be connected and fully copied. This device can use the Nexus link cable to connect up to a PC to backup the contents of a VMU/memory card.

- ☐ Dragoncast Versus Cable** **Dragon** **\$30/R5**
Allows for the direct connection of two Dreamcasts. Great for head to head action in games such as Virtual On: Oratorio Tangram and F355 Challenge.
- ☐ Dream Blaster** **Mad Catz** **\$15/R2**
Light gun. Features a slot for a memory card.
- ☐ Dream Cable** **Mad Catz** **\$12/R2**
Six foot extension cord for game controllers. #7105.
- ☐ Dream Caster Fishing Controller** **Mad Catz** **\$15/R2**
Fishing controller.
- ☐ Dream Master** **Nyko** **\$10/R2**
Control pad for the Dreamcast.
- ☐ Dream Pad** **Mad Catz** **\$10/R2**
Control pad that features rubber hand grips, two memory card slots, and programmable buttons. Early versions were white/gray with later versions available in translucent blue, red, purple or green. #7126.
- ☐ Dream Shark** **Intec** **\$10/R2**
Control pad with one card slot.
- ☐ Dream Shock Controller** **Pelican** **\$20/R2**
Control pad with built-in vibration, two memory card slots and programmable buttons.
- ☐ Dream Station** **Logic 3** **\$20/R2**
Videogame organizer. Features a shelf for the system and a storage tray underneath.
- ☐ Dream Switch** **Mad Catz** **\$5/R2**
- ☐ Dream Wheel and Pedals** **Mad Catz** **\$20/R2**
Standard steering wheel controller.
- ☐ Dreamcast Controller** **Sega** **\$10/R1**
Near the end of the production run Sega released a series of controllers in translucent red, black, blue, green and yellow. As a side note yellow is the most uncommon color to run across. #HKT-7700.
- ☐ DreamEye** **Sega** **\$0/R0**
Release only in Japan.
- ☐ Fishing Controller** **Sega** **\$0/R0**
Developed by ASCII. For use with fishing simulators. #HKT-8700.
- ☐ Fission Fishing Controller** **Interact** **\$10/R2**
- ☐ Force Pack** **Mad Catz** **\$10/R2**
Feedback pack that plugs into the controller and features a red light. Released 09/99. #7109.
- ☐ Game Pad** **Innovation** **\$10/R2**
Control pad for the Dreamcast.
- ☐ Game Switch** **Nyko** **\$5/R2**
RF adapter.
- ☐ Godzilla VMU** **Sega** **\$50/R4**
Solid green standard VMU that features a built-in Godzilla mini-game. Pretty hard to find in the US. ©1998 Toho Co., LTD. #HKT-7000.
- ☐ Jumbo Memory Card** **Nyko** **\$20/R2**
A 2X (400 blocks) memory card available in a variety of translucent

colors.

- ☐ **Jump Pack** **Sega** **\$10/R2**
The official vibration/feedback pack for the Dreamcast controllers. #HKT-8600.
- ☐ **Karaoke Machine** **Sega** **\$20/R5**
Manufactured in Japan only.
- ☐ **Keyboard** **Innovation** **\$10/R2**
Third party keyboard with Innovation label.
- ☐ **Keyboard** **Innovation** **\$0/R0**
For use by keyboard enabled games and the internet browser.
- ☐ **Keyboard** **Sega** **\$10/R1**
Standard Dreamcast keyboard. There are several label variations. #HKT-7620.
- ☐ **Keyboard** **Sega** **\$10/R1**
Second style of Dreamcast keyboard. This one differs in that the space bar is curved and bigger. There are several label variations for this keyboard and some are even branded with the Sega.net logo. #SK-1502.
- ☐ **Keyboard Adapter** **Mad Catz** **\$5/R2**
Allows standard PC PS/2 keyboards to be used with the Dreamcast.
- ☐ **King of Maracas** **Naki** **\$60/R3**
Maracas controller for Samba de Amigo.
- ☐ **Maracas** **Sega** **\$0/R0**
Used with Samba de Amigo. Very hard to find. They normally retailed for \$79.99 or more depending upon the dealer.
- ☐ **Maracas** **Various** **\$0/R0**
Third party maraca controllers for use with Samba de Amigo. Less expensive and only slightly less rare than the Sega branded controllers.
- ☐ **Massive Memory Card Plus** **Interact** **\$0/R0**
Contains the memory equivalent to eight normal memory cards and includes a port for connecting the memory card to a PC through the use of a serial cable, allowing data to be backed up onto a PC.
- ☐ **MC2 Racing Wheel** **Mad Catz** **\$20/R2**
A good quality steering wheel. Features foot pedals and built-in vibration/feedback.
- ☐ **Mega Memory Card** **Interact** **\$10/R2**
A 4X (800 blocks) memory card.
- ☐ **Memory Card** **Intec** **\$10/R2**
1 Meg (200 blocks) memory card.
- ☐ **Memory Card** **Mad Catz** **\$10/R2**
Late release memory card found in blister packs and available in a variety of transparent colors.
- ☐ **Memory Card** **Performance** **\$10/R2**
128K memory card.
- ☐ **Mission Stick** **ASCII** **\$30/R4**
Special controller designed for use with flight-sim and FPS games. This was released at the same time that AeroDancing was released in Japan. #ASC-1305MS.
- ☐ **Mouse** **Innovation** **\$0/R0**
For use by mouse enabled games and the internet browser.
- ☐ **Mouse** **Sega** **\$0/R0**
For use by mouse enabled games and the internet browser.
- ☐ **Nexus 16 Meg Memory Card** **EMS** **\$30/R5**

16 meg memory card with bank selector button and an LED readout to show which bank is being used. Also had a six-pin connector port for using the PC Link Cable to transfer data to and from a PC.

- ☐ **Panther** **Mad Catz** **\$20/R3**
Combination flight stick and trackball designed for use with flight-sim/combat games as well as first person shooters. Several games actually have dedicated support for this controller. #71158.
- ☐ **Panther Controller** **Mad Catz** **\$0/R0**
A combination flight-sim style joystick and trackball meant for use with flight-sim games and first person shooters.
- ☐ **PC Link Cable** **Various** **\$10/R5**
This is used to connect a Nexus memory card to a PC through the parallel port. Also works with the Double Power and other third party memory cards that have connector ports.
- ☐ **Power Fighter Controller** **Nuby** **\$10/R2**
#5284.
- ☐ **PS/2 Keyboard Adapter** **Unknown** **\$0/R0**
Allows regular PS/2 PC keyboards to be used with the Dreamcast.
- ☐ **Quantum Fighter Pad** **Interact** **\$10/R2**
Controller that features two VMU/memory card slots and programmable buttons.
- ☐ **Radius Racing Pad** **Interact** **\$20/R2**
- ☐ **Rally 2 Racing Wheel** **Pelican** **\$40/R2**
Steering wheel controller with built-in vibration, foot pedals, acceleration gauge and rubber grips.
- ☐ **Rally Wheel** **Agatec** **\$20/R2**
Decent quality steering wheel controller.
- ☐ **Retrocast** **Pelican** **\$30/R3**
Adapter that allows PlayStation or PS2 controllers to be used with a Dreamcast.
- ☐ **RF Switch** **Laing** **\$5/R2**
RF adapter. Blister pack. #301.
- ☐ **RF Switch** **Pelican** **\$10/R2**
Square RF adapter that shipped in a box typical of early Dreamcast accessories.
- ☐ **RFU Adapter** **Pelican** **\$10/R2**
Oval shaped RF adapter that shipped in a blister pack typical of late release accessories.
- ☐ **RFU Adaptor** **Intec** **\$10/R2**
A normal RF adapter found in blister packaging. 'Adaptor' is how the package reads.
- ☐ **Shenmue Preview** **Sega** **\$0/R0**
Business-card demo PC CD-ROM with notepad given out at trade shows.
- ☐ **Smart Memory 4 Meg** **CCL** **\$7/R4**
Third party 4 Meg memory card. A button on the left side of the unit selects the bank but there is no LED indicator to show which one is being used. Also features a connector port for hook up to a PC.
- ☐ **Sonic the Hedgehog 10th Anniversary** **Sega** **\$0/R0**
Special commemorative bonus released with Sonic Adventure 2. Includes a CD of music from many of the Sonic games over the years, a coin, and a Japanese/English language booklet giving the history of Sonic games.
- ☐ **Standard Memory Unit** **High Frequency** **\$10/R2**

128K memory card.

- ☐ **StarFire Light Blaster** **Interact** **\$30/R2**
Light gun that features a VMU/memory card slot, buttons to control reloading, a D-pad, and an auto-fire feature.
- ☐ **Stinger Light Blaster** **Pelican** **\$30/R2**
Light gun. Features selectable jolt feature, a single memory card slot, and buttons for reload, turbo and auto-fire.
- ☐ **S-Video Cable** **Interact** **\$8/R2**
S-Video and stereo connectors only, no composite connection.
- ☐ **S-Video Cable** **Nyko** **\$8/R2**
S-Video and stereo connectors only, no composite connection.
- ☐ **S-Video Cable** **Sega** **\$8/R2**
S-Video and stereo connectors only, no composite connection.
- ☐ **S-Video/Audio Cable** **Mad Catz** **\$12/R2**
AV cable that features both composite and S-Video connectors as well as the audio connectors. #7115.
- ☐ **ThunderPak** **Nyko** **\$10/R2**
Vibration/feedback pack. Available in various translucent colors.
- ☐ **TremorPak** **Performance** **\$10/R2**
One of the first third party vibration packs to be released. #P-20-313.
- ☐ **TremorPak Plus** **Interact** **\$20/R2**
A combination memory card and vibration pack.
- ☐ **TremorPak Plus** **Performance** **\$10/R4**
Combination memory card and vibration pack that looks the same as a standard TremorPak. #20317.
- ☐ **Twin Joystick** **Blaze** **\$30/R5**
Twin joystick that allows for side by side competition on the many fighting games for the Dreamcast.
- ☐ **Twin Stick** **Sega** **\$0/R0**
Released in Japan only for use with Virtua On: Oratorio Tangram. Essentially the same as the Twin Stick released for the Sega Saturn but with a Dreamcast cable.
- ☐ **Versus Cable** **Sega** **\$20/R3**
Allows for the direct connection of two Dreamcasts. This first-party version was manufactured in Japan, we've never seen a US release.
- ☐ **VGA Converter** **Naki** **\$20/R2**
Allows the Dreamcast to be connected to a standard VGA monitor.
- ☐ **Visual Memory Unit** **Interact** **\$20/R5**
One of the few third party visual memory cards released, this expansion pack featured twice the storage capacity of a standard VMU. Includes a storage case. This device was pulled from the market early after its release for legal reasons.
- ☐ **Visual Memory Unit (VMU)** **Sega** **\$10/R1**
The original memory unit for the Dreamcast. It features a small black and white LCD screen, d-pad, two action buttons, sleep and mode buttons and an internal speaker for playing mini-games that have been downloaded. Two CR2032 batteries come with it. A Released 09/09/99. #HKT-7000.
- ☐ **VMU** **Sega** **\$0/R0**
Allows game data and high scores to be saved.
- ☐ **X-Arcade Dual Adapter** **X-Gaming** **\$30/R0**
Used for connecting the X-Arcade Dual Controller to the Dreamcast.

- ☐ **X-Arcade Dual Controller** **X-Gaming** **\$150/R0**
Easily the best quality dual joystick available for the system. It features a full size arcade controls and buttons, analog buttons, and solid construction. It's really a common controller that can connect to a variety of game systems and computers thro
 - ☐ **X-Arcade Solo Adapter** **X-Gaming** **\$20/R0**
Used for connecting the X-Arcade Solo Controller to the Dreamcast.
 - ☐ **X-Arcade Solo Controller** **X-Gaming** **\$100/R0**
The best quality single joystick available for the system. It features a full size arcade controls and buttons, analog buttons, and solid construction. It's really a common controller that can connect to a variety of game systems and computers.
- Total # of items in this section: **103**

BUMOR MILL

- ☐ **Armada II: Exodus** **Metro3D** **\$0/R0**
 - ☐ **Colin McRae Rally 2.0** **Activision** **\$0/R0**
Developed by Codemasters.
 - ☐ **Dark Angel** **Metro3D** **\$0/R0**
 - ☐ **ESPN Baseball Tonight** **Unknown** **\$0/R0**
 - ☐ **Heroes of Might and Magic III** **Ubi Soft** **\$0/R0**
 - ☐ **IHRA Motorsports** **Bethesda Soft** **\$0/R0**
 - ☐ **Love Hina: Smile Again** **Sega** **\$0/R0**
From Japan. No "regular" release? Can't verify. We don't think this exists.
- Total # of items in this section: **7**

DEMOS, SAMPLERS, & NON GAMES

- ☐ **Cheats 'N Codes Volume 1** **Interact** **\$0/R0**
Released after the GameShark CDX and before the GameShark Lite. Standalone cheat code disk. Shipped in a standard CD jewel case.
- ☐ **Code Breaker DC** **Pelican** **\$0/R0**
a.k.a. XPloder DC
Another cheat code utility. Very low distribution item that shipped in both DVD jewel cases and the standard Code Breaker style (for other systems) cardboard boxes. Mainly found at GameStop stores as well as independent game stores.
- ☐ **DC-X** **Blaze** **\$0/R0**
A boot disk that allows the use of import games. Shipped in a DVD jewel case. Found only in dedicated game stores such as GameStop, Electronics Boutique and independent/regional dealers.
- ☐ **Dreamcast Generator Vol. 01** **Sega** **\$1/R0**
Pack-in demo disc that shipped with early Dreamcast consoles. Included demos or video clips of Ready 2 Rumble, Power Stone, Monaco Grand Prix, House of the Dead 2, Sonic Adventure, Sega Bass Fishing, Champ Car Racing and more. Released 09/09/99. #SDC-00000.
- ☐ **Dreamcast Generator Vol. 02** **Sega** **\$1/R0**

Pack-in demo disc that shipped with mid-life Dreamcast consoles. Included demos of Tomb Raider: The Last Revelation, Legacy of Kain: Soul Reaver, Tony Hawk's Pro Skater, Railroad Tycoon 2, Sonic Adventure, Dead or Alive 2, Rayman 2, Fur Fighters and MDK. #51057.

- ☐ **GameShark CDX [w/special memory card]** **Interact** **\$0/R0**
On top of providing cheat codes it also allowed import games to be used. Works with the VGA Adapter as well. Included an instructional videotape about the cheat disk and how to make your own codes.
- ☐ **GameShark Lite** **Interact** **\$0/R0**
Doesn't require the special memory card like the GameShark CDX but will work with any off the shelf memory card. Works with the VGA adapter as well. Shipped in a DVD jewel case.
- ☐ **MP3 Player** **Blaze** **\$0/R0**
Allowed the Dreamcast to play MP3 CD's. The package included a bonus CD with MP3 music. Shipped in a DVD jewel case. Seen in GameStop stores and independent dealers.
- ☐ **MP3 Player** **Pelican** **\$0/R0**
This utility allowed the Dreamcast to play MP3 CD's. Shipped in a DVD jewel case. Seen in GameStop stores and independent dealers.
- ☐ **Official Dreamcast Magazine Monthly Disc(s)** **Unknown** **\$0/R0**
Sampler discs that came with the Official Dreamcast Magazine for most of the magazine's print run.
- ☐ **Official Sega Dreamcast Magazine** **Sega** **\$1/R0**
The first U.S. released magazine disc for the Dreamcast. Included demos of Virtua Fighter 2, Dynamite Cop, TrickStyle, Toy Commander and more. Released 11/99.
- ☐ **Official Sega Dreamcast Magazine Vol. 03** **Sega** **\$1/R0**
Includes playable demos of Slave Zero, TNN Motorsports Hardcore Heat, Suzuki Alstare Extreme Racing, Zombie Revenge, Street Fighter Alpha 3 and movie of Vigilante 8: 2nd Offense. Released 01/2000.
- ☐ **Official Sega Dreamcast Magazine Vol. 04** **Sega** **\$1/R0**
Includes playable demos of Rayman 2, MDK 2, Virtual Striker 2, Chu Chu Rocket, the full version of Sega Swirl and Dreamcast Web Browser Update 1.1. Released 03/00.
- ☐ **Official Sega Dreamcast Magazine Vol. 05** **Sega** **\$1/R0**
Includes playable demos of Dead or Alive 2, Carrier, F1 World Grand Prix, Legacy of Kain: Soul Reaver, Slave Zero, Gundam Side Story 0079 and Re-Volt. Released 05/00.
- ☐ **Official Sega Dreamcast Magazine Vol. 06** **Sega** **\$1/R0**
Includes playable demos of Silver, Fur Fighters, Railroad Tycoon 2, Super Magnetic Neo, Tomb Raider: The Last Revelation, Tony Hawk's Pro Skater, the full version of Sega Swirl and Web Browser 2.0. Released 07/00.
- ☐ **Official Sega Dreamcast Magazine Vol. 07** **Sega** **\$1/R0**
Includes playable demos of Ultimate Fighting Championship, San Francisco Rush: 2049, AeroWings 2: Air Strike, Tokyo Extreme Racer 2, Tony Hawk's Pro Skater, Sydney 2000, Virtua Tennis, MagForce Racing and the full versions of Sega Swirl and Web Browser 2.0. Released 09/00.

- ☐ **Official Sega Dreamcast Magazine Vol. 08** **Sega** **\$1/R0**
Includes playable demos of Jet Grind Radio, Ecco the Dolphin: Defender of the Future, Demolition Racer: No Exit, Gauntlet Legends, Hoyle Casino and the full version of Web Browser 2.0 with Sega.net. Also includes a movie of Shenmue. Released 11/00.
 - ☐ **Official Sega Dreamcast Magazine Vol. 09** **Sega** **\$1/R0**
Includes playable demos of Silent Scope, Starlancer, Super Runabout, KISS Psycho Circus: The Nightmare Child, Skies of Arcadia, Tony Hawk's Pro Skater 2, Army Men: Sarge's Heroes, Super Boom Tread Troopers, and Looney Tunes Space Race. The full version o Released 12/00.
 - ☐ **Official Sega Dreamcast Magazine Vol. 10** **Sega** **\$1/R0**
Includes playable demos of F355 Challenge: Passione Rossa, Sega Marine Fishing, Kao the Kangaroo, Tom Clancy's Rainbow Six Rogue Spear, Pod Speedway, Speed Devils Online Racing, Toy Commander Holiday Mission. Preview movies include Phantasy Star Online. Released 01/2001.
 - ☐ **Official Sega Dreamcast Magazine Vol. 11** **Sega** **\$1/R0**
Includes playable demos of 4x4 Evolution, 18 Wheeler American Pro Truck, Outrigger, Max Steel Covert Missions, Metropolis Street Racer and the full versions of Sega Swirl and Web Browser 2.6. Also includes a music video by Jurassic 5. Released 02/01.
 - ☐ **Sega Swirl** **Sega** **\$0/R0**
Developed by Tremor Entertainment. This game appeared on several demo discs.
 - ☐ **Super Game Converter** **Innovation** **\$10/R4**
Boot disk that allows import games to be played. Shipped in a DVD jewel case.
 - ☐ **Web Browser** **Sega** **\$2/R1**
Developed by PlanetWeb. Original pack-in version of the web browser. Wired by AT&T WorldNet Service. Released 09/09/99. #51027.
 - ☐ **Web Browser 2.0** **Sega** **\$7/R3**
 - ☐ **Web Browser 3.0** **Sega** **\$25/R4**
- Total # of items in this section: **25**
- Total # of items in all: **422**

HISTORICAL NOTES

Launched in the USA 09/99. Original retail price: \$199.99.

TECHNICAL NOTES

Processor: SH4 RISC (128-bit)
Processor Speed: 200 MHz
Memory: 24MB
Game Media: GD-ROM Discs

You cannot play Japanese or European CD's on a US Dreamcast. Though the system can be modified to play all regions, a simple boot disk is the most common solution. The Utopia boot disk has been available on the internet since 2000 and there are other products such as the DC-X and Game Shark Lite that cross-region gaming as well.



Few would argue that 1989 was one of the most important years in the history of video games. Sega and NEC both entered the home console market, starting the post-8-bit era. But what was even more important was the advent of the handheld market courtesy of Nintendo's Game Boy.

I remember waiting rather impatiently for the Game Boy to hit stores in August of '89. This was long before "street dates" & "pre-orders" became the norm and even "current" information came by way of monthly magazines written weeks before they hit the streets. I was an assistant manager for Electronics Boutique at the time, but knew we wouldn't see the systems at launch and would be priced higher than Toys R Us, so that's where I headed when word came in that the systems arrived.

The launch was unimpressive by today's standards since only five games (one of which was the pack-in) were available, but what games they were! **Tetris**, which was the most popular game for any system at the time, was the pack-in and it was a perfect game to showcase the system and Super Mario Land brought the incredibly popular franchise to the system. The other three titles were **Alleyway**, **Baseball** and **Tennis**, all of which had solid game play if not the flashiest graphics & features.



Armed with my American Express card, I made the initial purchase of the system, **Super Mario Land & Baseball**. The next three days were taken up mostly by **Tetris**, though the other two got their fair share of playing time. By the end of the first week, **Alleyway** and **Tennis** were mine as well.

The months following the launch became very irritating, as the wait for new releases was extremely long. The first game to ship after launch was **The Castlevania Adventure**, a full four months after the system came out, and that was it for the year.

While the system was selling very well, what would happen over the next few years was incredible. In 1994, Nintendo released the Super Game Boy, a cartridge for their Super Nintendo console that allowed gamers to play Game Boy games on their TV, along with a number of games that were enhanced with color and other graphic touches when used with it. 1995 saw the first "color" Game Boys, which were the same black and white screen but with different colored shells, marketed under the banner "Play it Loud!". 1996 saw the system get a complete re-design and the Game Boy Pocket was born. Finally, in 1998, just before retiring the original Game Boy nine years after release, the Pokemon series was released and interest in the system was at an all time high. By the end of 1998, Nintendo had sold over 50 million Game Boy systems worldwide and over 500 games were released!

What's also impressive is how well Nintendo managed to bury the competition. During the original Game Boy's run, the Atari Lynx, Sega Game Gear & Nomad, and NEC TurboGrafx Express all came and went without so much as denting Nintendo's sales. And considering each of those systems featured back-lit color screens and better graphic and sound capabilities, it showed that the handheld market was really driven by to components, price and quality of games. All of the other systems released were considerably more expensive due to the technological superiority and none of the manufactures had mastered the art of making a great portable game the way Nintendo did.

During the nine years the original Game Boy was supported, many classic games were released such as the **Castlevania** series, the **Final Fantasy Legends** series, the **Kirby** series, the **Mega Man** series, the **Super Mario Land** series, **Tetris** and **The Legend of Zelda: Link's Awakening**.

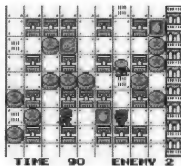
In November 1998, Nintendo released the Game Boy Color, which featured a color screen and a faster processor. The most important feature at the time was complete backwards compatibility with original Game Boy games, which meant the existing 500+ game library would continue to work, and only did the older games play on the Game Boy Color, they were assigned colors to the different shades of gray, and in many cases the system would select the best possible colors for a particular game! It was directly due to this that the Game Boy Color one of the hottest items that Christmas as people were upgrading their systems but not forced to buy a new line up of games. And while a good number of games required the extras of the Game Boy Color, Nintendo and other game publishers didn't leave the original Game Boy owners out to dry. 125 of the Game Boy Color games released were also compatible with the original system.

During the Game Boy Color's life span, some 450 games would be released and the total number of Game Boy units sold worldwide by the end of 2001 was over 110 million!

One popular strategy was to release original 8-Bit NES games for the Game Boy Color, so of which were 1942, **Crystalis**, **Dragon Warrior I, II & III**, **Ghosts 'n Goblins**, **Shadowgate** and **Super Mario Bros**. Enhanced versions of original Game Boy games also were quite popular and included **Tetris DX** and **The Legend of Zelda: Links Awakening DX**. Other highlights included the **Bomberman** series, the **Harvest Moon** series, the continuation of the **Pokemon** series, **Mario Golf** & **Mario Tennis**.

In late 2001, the Game Boy Advance replaced the Game Boy Color, which again was backwards compatible with previous Game Boy generations.

- Mike Etler



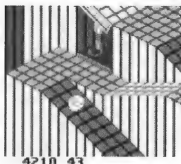
Bomberman



Bubble Bobble



Dr Mario



Marble Madness



Tetris



Zelda Link to the Past

Section written and maintained by Mike Etler. Edited by Joe Santulli.

Game Release Notes: The prices and rarities listed herein assume "loose" cartridges only. As always, rate higher for manual, box, complete, or even sealed titles.

U.S. GAME RELEASES

- **4 in 1** **Sachen** **\$10/R6**
Includes Arctic Zone, Magic Tower, Railway CMD & Worm Visitor. Unlicensed. Miscellaneous/Compilation. Released 1993. #4B-007.
- **4 in 1** **Sachen** **\$10/R6**
Includes Virus Attack, Electron World, Dice & Trouble Zone. Unlicensed. Miscellaneous/Compilation. Released 1993. #4B-002.
- **4 in 1** **Sachen** **\$10/R6**
Includes Bomb Disposer, A-Force, Black Forest Tale & 2nd Space. Unlicensed. Miscellaneous/Compilation. Released 1993. #4B-006.
- **4 in 1** **Sachen** **\$10/R6**
Includes Captain Knick Knack, Flea War, Explosive Brick & Magic Maze. Unlicensed. Miscellaneous/Compilation. Released 1993. #4B-008.
- **4 in 1** **Sachen** **\$10/R6**
Includes Street Rider, Vex, Trap & Turn and Duck Adventures. Unlicensed. Miscellaneous/Compilation. Released 1993. #4B-001.
- **4 in 1** **Sachen** **\$10/R6**
Includes Zipball, Gorilla, Crazy Burger & Deep. Unlicensed. Miscellaneous/Compilation. Released 1993. #4B-009.
- **4 in 1** **Sachen** **\$10/R6**
Includes Pile Wonder, Snake Roy, Sulliman's Treasure & Puppet Knight. Unlicensed. Miscellaneous/Compilation. Released 1993. #4B-004.
- **4 in 1 Fun Pack** **Interplay** **\$8/R3**
Developed by Beam Software. Includes Chess, Checkers, Backgammon & Reversi. Traditional/Board Game. Released Sep-92. #DMG-F4-USA.
- **4 in 1 Fun Pack Volume II** **Interplay** **\$10/R4**
Developed by Beam Software. Includes Solitaire, Yacht, Dominoes & Cribbage. Traditional/Board Game. Released Aug-93. #DMG-F9-USA.
- **4 in 1 Sky Ace** **Sachen** **\$10/R6**
Unlicensed. Miscellaneous/Compilation. Released 1993. #4B-007.
- **Addams Family, The** **Ocean** **\$6/R2**
Based on the characters from the 60's TV series and 1991 movie. Action/Platform/Scrolling Screen. Released Jan-92. #DMG-AF-USA.
- **Addams Family, The: Pugsley's Scavenger Hunt** **Ocean** **\$6/R3**
Developed by Enigma Variations Ltd. Based on the characters from the 60's TV series and 1991 movie. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 6 (Out of 10). Released Jul-93. #DMG-AH-USA.
- **Adventure Island** **Hudson** **\$8/R2 +**
Developed by Hudson Soft. Port of the popular NES game. Re-released by Electro Brain. Action/Platform/Scrolling Screen. EASTER EGGS: At the title screen, after Higgins gets hit by the coconut, press Right, Left, Right, Left, A, B, A, B to access a "World Select Mode" menu. PERIODICALS: Electronic Gaming Monthly gave this

game a 7, 7, 6, and a 5 (Out of 10). Released Feb-92. #DMG-T3-USA.

- **Adventure Island II: Aliens in Paradise** **Hudson** **\$8/R3 +**
Developed by Hudson Soft. Re-released by Electro Brain. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Feb-93. #DMG-GQ-USA.
- **Adventures of Rocky & Bullwinkle and Friends, The** **T*HQ** **\$6/R2**
Developed by Imagineering. Based on the characters from the 60's TV series. Action/Platform/Scrolling Screen. Released Oct-92. #DMG-RY-USA.
- **Adventures of Star Saver, The** **Taito** **\$5/R3**
Developed by A Wave. Decent platformer with slight resemblance to Blaster Master. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 6, and a 5 (Out of 10). Released Mar-92. #DMG-KS-USA.
- **Aerostar** **Vic Tokai** **\$5/R3**
Released Sep-91. #DMG-AE-USA.
- **Aladdin (Disney's)** **Virgin** **\$8/R2**
Developed by NMS Software. Based on the 1992 Walt Disney animated movie. A fairly good port of the SNES game. Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Oct-95. #DMG-ALAE-USA.
- **Alfred Chicken** **Mindscape** **\$5/R3**
Action/Platform/Scrolling Screen. Released Feb-94. #DMG-C3-USA.
- **Alien 3** **LJN** **\$3/R2**
Developed by B.I.T.S.. Based on the 1992 movie. Action/Platform/Shooter. Released Jan-93. #DMG-L3-USA.
- **Alien vs. Predator: The Last of His Clan** **Activision** **\$5/R2**
Action/Platform/Shooter. Released Nov-93. #DMG-A9-USA.
- **Alleyway** **Nintendo** **\$3/R1**
Action/Pong-Style. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 3 (Out of 10). Released Aug-89. #DMG-AW-USA.
- **All-Star Baseball '99** **Acclaim** **\$8/R4**
Developed by Realtime Associates. Sports/Baseball. Released May-98. #DMG-AB9E-USA.
- **Altered Space** **Sony** **\$5/R3**
Developed by Software Creations. More or less the follow up to the NES game Solstice. Released Sep-91. #DMG-AL-USA.
- **Amazing Penguin** **Natsume** **\$5/R3**
Released Oct-90. #DMG-PN-USA.
- **Amazing Tater** **Atlus** **\$10/R5**
Essentially the sequel to the Acclaim published Kwirk, though Kwirk was a tomato and our hero is now a potato. Of course, the on screen graphic is the same, so go figure. If you like strategy/maze games, this ones worth tracking down. Puzzle/Logic. Released Feb-92. #DMG-P3-USA.
- **Animaniacs** **Konami** **\$5/R2**
Developed by Factor 5. Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Jul-95. #DMG-ANCE-USA.
- **Arcade Classic #1: Asteroids & Missile Command** **Nintendo** **\$6/R2**
Based on the Atari coin-op. Miscellaneous/Compilation. Super Game

Boy enhanced. Released Jul-95. #DMG-AMCE-USA.

- ☐ **Arcade Classic #2: Centipede & Millipede** **Nintendo** **\$8/R2 -**
Developed by Accolade. Based on the Atari coin-op. Shooter/Fixed-Screen. Super Game Boy enhanced. Released Aug-95. #DMG-ACPE-USA.

- ☐ **Arcade Classic #3: Galaga & Galaxian** **Nintendo** **\$7/R2 +**
Based on the Midway coin-op. Galaga is a very well done port of the arcade game and looks superb on a Super Game Boy. Galaxian plays fine but comes up a little short on looks. Shooter/Fixed-Screen. Super Game Boy enhanced. Released Sep-95. #DMG-AGCE-USA.

- ☐ **Arcade Classic #4: Defender & Joust** **Nintendo** **\$7/R2**
Developed by Software Creations. Based on the Williams' coin-op. Miscellaneous/Compilation. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5, 4, and a 4 (Out of 10). Released Oct-95. #DMG-ADJE-USA.

- ☐ **Asteroids** **Accolade** **\$7/R4**
Based on the 1979 Atari coin-op. Shooter/360 Degrees. Released Feb-92. #DMG-AN-USA.

- ☐ **Atomic Punk** **Hudson** **\$8/R3**
Based on the 1991 Irem coin-op. Released Oct-91. #DMG-HB-USA.

- ☐ **Attack of the Killer Tomatoes** **T+HQ** **\$6/R2**
Based on the 1978 movie. Action/Platform/Scrolling Screen. Released Jan-92. #DMG-AK-USA.

- ☐ **Avenging Spirit** **Jaleco** **\$5/R3**
Based on the 1991 Jaleco coin-op. Action/Platform/Shooter. Released Dec-92. #DMG-P8-USA.

- ☐ **Balloon Kid** **Nintendo** **\$5/R2**
Released Oct-90. #DMG-BT-USA.

- ☐ **Barbie Game Girl** **Hi-Tech Express** **\$6/R4**
Released Oct-92. #DMG-GU-USA.

- ☐ **Baseball** **Nintendo** **\$4/R1**
Sports/Baseball. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, and a 4 (Out of 10). Released Aug-89. #DMG-BS-USA.

- ☐ **Bases Loaded** **Jaleco** **\$3/R1**
Based on the 1987 Jaleco coin-op. Sports/Baseball. Released Jul-90. #DMG-BK-USA.

- ☐ **Batman Forever** **Acclaim** **\$6/R2**
Developed by Probe. Based on the 1995 action/fantasy movie. Based on the 1995 movie. Action/Platform/Scrolling Screen. Released Aug-95. #DMG-A3BE-USA.

- ☐ **Batman: Return of the Joker** **SunSoft** **\$5/R2**
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 6 (Out of 10). Released May-92. #DMG-B5-USA.

- ☐ **Batman: The Animated Series** **Konami** **\$6/R3**
Action/Platform/Scrolling Screen. Released Nov-93. #DMG-XM-USA.

- ☐ **Batman: The Video Game** **SunSoft** **\$6/R1**
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Jun-90. #DMG-BA-USA.

- ☐ **Battle Arena Toshinden** **Nintendo** **\$3/R3 -**

Fighting/Tournament Style. Super Game Boy enhanced. Released Nov-96. #DMG-ATDE-USA.

- ☐ **Battle Bull** **Seta** **\$5/R3**
Released Jan-91. #DMG-BR-USA.

- ☐ **Battle Ship** **Mindscape** **\$10/R3**
Traditional/Board Game. Released Dec-92. #DMG-NB-USA.

- ☐ **Battle Unit Zeoth** **Jaleco** **\$2/R2**
EASTER EGGS: At the title screen, hold Down on the D-pad and press A + B simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence. Released Jul-91. #DMG-BZ-USA.

- ☐ **Battletoads** **Tradewest** **\$6/R2**
Developed by Rare. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Nov-91. #DMG-BV-USA.

- ☐ **Battletoads & Double Dragon Tradewest** **\$5/R3**
Action/Platform/Scrolling Screen. Released Dec-93. #DMG-VN-USA.

- ☐ **Battletoads in Ragnarok's World** **Tradewest** **\$4/R3**
Developed by Rare. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Jun-93. #DMG-R7-USA.

- ☐ **Battlezone & Super Breakout Black Pearl** **\$3/R3**
Based on the Atari coin-op. Black Pearl was a division of T+HQ. Miscellaneous/Compilation. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5, 4.5, and a 2 (Out of 10). Released Oct-96. #DMG-ABSE-USA.

- ☐ **Beast Fighter** **Sachen** **\$10/R6**
This game was not licensed by Nintendo.

- ☐ **Beavis & Butthead, MTV's** **GT Interactive** **\$7/R2**
Developed by Torus Games. Based on the animated series. Action/Platform/Scrolling Screen. Released Mar-99. #DMG-AVIE-USA.

- ☐ **Beetlejuice** **LJN** **\$8/R2**
Based on the 1988 movie. Released Jan-92. #DMG-B4-USA.

- ☐ **Best of the Best Championship Karate** **Electro Brain** **\$5/R2**
Fighting/Tournament Style. Released Dec-92. #DMG-LE-USA.

- ☐ **Bill & Ted's Excellent Game Boy Adventure** **LJN** **\$5/R2**
Based on the 1989 movie. Released Aug-91. #DMG-LB-USA.

- ☐ **Bill Elliot's NASCAR Fast Tracks** **Konami** **\$5/R2**
Racing/F1/Indy/Stock Cars. Released Dec-91. #DMG-EL-USA.

- ☐ **Bionic Battler** **Electro Brain** **\$3/R3**
Released Nov-92. #DMG-VS-USA.

- ☐ **Bionic Commando** **Capcom** **\$7/R2 +**
Based on the 1987 Capcom coin-op. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7 (Out of 10). Released Oct-92. #DMG-BO-USA.

- ☐ **Black Bass Lure Fishing** **Hot-B** **\$4/R2**
Sports/Fishing. PERIODICALS: Electronic Gaming Monthly gave this

- game a 7, 5, 4, and a 4 (Out of 10). Released Jan-94. #DMG-HP-USA.
- ☐ **Blades of Steel** **Ultra** **\$5/R1**
Based on the 1987 Konami coin-op. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 4 (Out of 10). Released Aug-91. #DMG-UB-USA.
- ☐ **Blaster Master Boy** **SunSoft** **\$4/R3**
Developed by Alcom. Action/Platform/Shooter. Released Feb-92. #DMG-BI-USA.
- ☐ **Blues Brothers, The** **Titus** **\$5/R4**
Based on the 1980 movie. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 6 (Out of 10). Released Jun-92. #DMG-BQ-USA.
- ☐ **Bo Jackson Two Games in One Baseball & Football** **T*HQ** **\$4/R2**
Sports/Multi-Sports. Released Jun-91. #DMG-BJ-USA.
- ☐ **Boggle Plus** **Parker Bros** **\$9/R3**
Traditional/Board Game. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 3, and a 3 (Out of 10). Released Feb-92. #DMG-GL-USA.
- ☐ **Bombberman GB** **Nintendo** **\$10/R3**
Developed by Hudson Soft. Can be played with up to 4 players when played on a Super Nintendo with the Super Game Boy and a SNES 4-player adaptor. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7.5, 7, and a 6.5 (Out of 10). Released Apr-98. #DMG-ABZE-USA.
- ☐ **Bonk's Adventure** **Hudson** **\$7/R3**
Developed by Hudson Soft. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 5 (Out of 10). Released Dec-92. #DMG-GK-USA.
- ☐ **Bonk's Revenge** **Hudson** **\$10/R4**
Developed by Hudson Soft. Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Nov-94. #DMG-RJ-USA.
- ☐ **Boomer's Adventure in Asmik World** **Asmik** **\$3/R1**
EASTER EGGS: Enter the password ANCIENT to access a stage-select menu. Released Apr-90. #DMG-AS-USA.
- ☐ **Boxxle** **FCI** **\$10/R2**
Developed by Pony Canyon. FCI stands for "Fujiisankei Communications International". Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5 (Out of 10). Released Feb-90. #DMG-SO-USA.
- ☐ **Boxxle II** **FCI** **\$15/R5**
Developed by Pony Canyon. FCI stands for "Fujiisankei Communications International". Puzzle/Logic. Released Jun-92. #DMG-SO-USA.
- ☐ **Brain Drain** **Acclaim** **\$5/R3**
Developed by Visual Impact. Super Game Boy enhanced. Released Mar-98. #DMG-ABRE-USA.
- ☐ **Brainbender** **Electro Brain** **\$4/R3**
Developed by Gremlin Interactive. Released Nov-91. #DMG-BW-USA.
- ☐ **Bram Stoker's Dracula** **Sony** **\$5/R2**
Based on the 1992 movie. Action/Platform/Hack & Slash. Released Sep-93. #DMG-DH-USA.
- ☐ **BreakThru!** **Spectrum Holo** **\$6/R3**
Puzzle/Action. Released Jan-95. #DMG-ABXE-USA.
- ☐ **Bubble Bobble** **Taito** **\$15/R2**
Based on the 1986 Taito coin-op. The two playable dinosaur characters, Bub and Bob, originated here and became Taito's mascots of sorts. You can also find them in Rainbow Islands, Bust-A-Move (aka Puzzle Bobble), and Parasol Stars. Re-released by Natsume. Action/Platform/Fixed Screen. Released Mar-91. #DMG-B2-USA.
- ☐ **Bubble Bobble Part 2** **Taito** **\$12/R3**
Developed by Hudson Soft. Action/Platform/Fixed Screen. Released Jul-93. #DMG-LX-USA.
- ☐ **Bubble Ghost** **FCI** **\$7/R2**
FCI stands for "Fujiisankei Communications International". Released Nov-90. #DMG-BG-USA.
- ☐ **Bubsy II** **Accolade** **\$5/R3 -**
Action/Platform/Scrolling Screen. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 5 (Out of 10). Released Aug-98. #DMG-ABBE-USA.
- ☐ **Bugs Bunny Crazy Castle 2, The** **Kemco** **\$8/R2 -**
Re-released by Nintendo. also known as "Kotobuki System Co. Ltd". Released Sep-91. #DMG-BY-USA.
- ☐ **Bugs Bunny Crazy Castle, The** **Kemco** **\$7/R1**
Re-released by Nintendo. also known as "Kotobuki System Co. Ltd". Released Mar-90. #DMG-BB-USA.
- ☐ **Burai Fighter Deluxe** **Taxan** **\$6/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and a 5 (Out of 10). Released Jan-91. #DMG-BU-USA.
- ☐ **Burgertime Deluxe** **Data East** **\$15/R3**
Based on the 1982 Bally Midway coin-op. Action/Platform/Fixed Screen. Released Mar-91. #DMG-GM-USA.
- ☐ **Bust-a-Move 2: Arcade Edition** **Acclaim** **\$15/R3**
Developed by Taito. Based on the 1996 Taito coin-op. Puzzle/Action. Released Feb-98. #DMG-ADUE-USA.
- ☐ **Buster Brothers a.k.a. Pank (Europe)** **Capcom** **\$15/R3**
Based on the 1989 Mitchell "Pang" coin-op. Released Oct-93. #DMG-AG-USA.
- ☐ **Caesar's Palace** **Arcadia** **\$7/R2**
Includes Video Poker, Slots, Blackjack, Money Wheel & Roulette. Traditional/Casino Game. Released Jun-91. #DMG-CE-USA.
- ☐ **Captain America and the Avengers** **Mindscape** **\$5/R3**
Based on the 1991 Data East coin-op. Action/Platform/Scrolling Screen. Released Feb-94. #DMG-VP-USA.
- ☐ **Casino Fun Pack** **Interplay** **\$8/R3**
Includes Roulette, Video Poker, Slots, Blackjack & Craps. Traditional/Casino Game. Released Jan-95. #DMG-ACFE-USA.
- ☐ **Casper** **Natsume** **\$4/R2**
Action/Platform/Scrolling Screen. Released Nov-96. #DMG-ACEE-USA.
- ☐ **Caselian** **Triffix** **\$5/R3**
Released May-91. #DMG-CJ-USA.
- ☐ **Castlevania 2: Belmont's Revenge** **Konami** **\$6/R2 +**
Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8 (Out of 10). Released

Sep-91. #DMG-CW-USA.

- Castlevania Adventure, The** Konami \$4/R1 -
Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Dec-89. #DMG-CV-USA.
- Castlevania Legends** Konami \$15/R3
Based on the 1985 action/Hack & Slash. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4.5, and a 4.5 (Out of 10). Released Mar-98. #DMG-ADNE-USA.
- Catrap** Asmik \$4/R3
Released Sep-90. #DMG-PM-USA.
- Centipede** Accolade \$6/R4
Based on the 1980 Atari coin-op. Original arcade game designed by Donna Bailey. Shooter/Fixed-Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and a 3 (Out of 10). Released Dec-92. #DMG-CZ-USA.
- Centipede** Majesco \$6/R4
Based on the 1980 Atari coin-op. Original arcade game designed by Donna Bailey. Re-issue of the Accolade release with Super Game Boy support added. Not to be confused with the more common Color version released the same month. Shooter/Fixed-Screen. Super Game Boy enhanced. Released Nov-98. #DMG-AC4E-USA.
- Championship Pool** Mindscape \$5/R3
Traditional/Parlor Games. Released Nov-93. #DMG-H4-USA.
- Chase HQ** Taito \$4/R2
Based on the 1988 Taito coin-op. EASTER EGGS: At the title screen, hold Down, A and B and press Start. Use the A and B buttons to change your starting stage. Released Dec-90. #DMG-HQ-USA.
- Chessmaster, The** Hi-Tech Express \$9/R2
Traditional/Board Game. Released Jan-91. #DMG-EM-USA.
- Choplifter 2** JVC \$10/R3
Released Sep-91. #DMG-V4-USA.
- Chuck Rock** Sony \$5/R3
Released Dec-93. #DMG-QC-USA.
- Cliffhanger** Sony \$5/R3
Based on the 1993 action/adventure film starring Sylvester Stallone. Based on the 1993 movie. Action/Platform/Scrolling Screen. Released Dec-93. #DMG-Q5-USA.
- College Slam** Acclaim \$5/R3
As if the NBA Jam license wasn't overused as it was, Acclaim put the game into a college atmosphere and slapped this thing out there for the public to consume. Sports/Basketball. Released Mar-96. #DMG-ANYE-USA.
- Contra: Alien Wars** Konami \$5/R3
Action/Platform/Shooter. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 7 (Out of 10). Released Oct-94. #DMG-ACSE-USA.
- Cool Ball** Takara \$10/R5
Released Aug-94. #DMG-OP-USA.
- Cool Spot** Virgin \$5/R3
Action/Platform/Scrolling Screen. Released Oct-94. #DMG-QP-USA.
- Cool World** Ocean \$5/R4
Based on the 1992 animation/live action hybrid movie. Based on the 1992 movie. Released Jun-93. #DMG-WL-USA.
- CosmoTank** Atlus \$4/R3

Released Sep-90. #DMG-CT-USA.

- Crystal Quest** Data East \$5/R3
Released Sep-91. #DMG-CQ-USA.
- Cthroat Island** Acclaim \$4/R3
Based on the 1995 action/adventure film starring Geena Davis and Matthew Modine. Based on the 1995 movie. Action/Platform/Scrolling Screen. Released Jan-96. #DMG-ACIE-USA.
- Cyraid** Nexoft \$5/R3
Released Mar-91. #DMG-WR-USA.
- Daedalian Opus** Vic Tokai \$3/R2
Puzzle/Logic. EASTER EGGS: Enter the password "Z E A L" to access a stage-select menu. Released Jul-90. #DMG-PU-USA.
- Daffy Duck** SunSoft \$7/R3
Action/Platform/Scrolling Screen. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and a 4 (Out of 10). Released Jan-95. #DMG-YS-USA.
- Darkman** Ocean \$7/R3
Based on the 1990 movie. Action/Platform/Scrolling Screen. Released Dec-92.
- Darling Duck** Capcom \$6/R3
Action/Platform/Scrolling Screen. Released Feb-93. #DMG-DC-USA.
- Days of Thunder** Mindscape \$7/R3
Based on the 1990 movie. Racing/F1/Indy/Stock Cars. Released Feb-92. #DMG-TH-USA.
- Dead Heat Scramble** Electro Brain \$3/R2
Released Dec-90. #DMG-DH-USA.
- Dennis the Menace** Ocean \$7/R3
Based on the 1993 movie. Action/Platform/Scrolling Screen. Released Feb-94. #DMG-YD-USA.
- Desert Strike: Return to the Gulf** Malibu \$4/R3
Malibu was a division of T*HQ. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 7, 6, and a 5 (Out of 10). Released Feb-95. #DMG-ADSE-USA.
- Dexterity** SNK \$4/R3
Released Jul-90. #DMG-FU-USA.
- Dick Tracy** Bandai \$5/R3 -
Based on the 1990 movie. Action/Platform/Scrolling Screen. Released Dec-91. #DMG-DK-USA.
- Dig Dug** Namco \$8/R3
Based on the 1982 Namco coin-op. Action/Platform/Fixed Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 5 (Out of 10). Released Sep-92. #DMG-DY-USA.
- Donkey Kong** Nintendo \$10/R2 +
Based on the 1981 Nintendo coin-op. Original arcade game designed by Shigeru Miyamoto. Action/Platform/Fixed Screen. Super Game Boy enhanced. LANDMARK: This was the first Super Game Boy enhanced title. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8 (Out of 10). Released Jun-94. #DMG-QD-USA.
- Donkey Kong Land** Nintendo \$10/R2 -
Developed by Rare. What Rare was able to accomplish with this title is simply amazing. 3D rendered characters and gameplay comparable to the Super Nintendo Donkey Kong Country games really show what this system was capable of. Packaged in a yellow cartridge case. Action/Platform/Scrolling Screen. Super Game Boy

enhanced. Released Jun-95. #DMG-YT-USA.

Donkey Kong Land 2 **Nintendo** **\$10/R2**

Developed by Rare. Packaged in a yellow cartridge case. Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Sep-96. #DMG-ADDE-USA.

Donkey Kong Land 3 **Nintendo** **\$10/R3**

Developed by Rare. Packaged in a yellow cartridge case. Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Oct-97. #DMG-AD3E-USA.

Double Dragon **Tradewest** **\$4/R1**

Developed by Technos. Based on the 1987 Taito coin-op. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7 (Out of 10). Released Aug-90. #DMG-DO-USA.

Double Dragon 2 **Acclaim** **\$4/R3**

Developed by Technos. Based on the 1988 Technos coin-op. Fighting/Side-Scrolling. Released Dec-91. #DMG-D2-USA.

Double Dragon 3: The Arcade Game **Acclaim** **\$5/R3**

Developed by Technos. Based on the 1990 Technos coin-op. Fighting/Side-Scrolling. Released Aug-92. #DMG-DX-USA.

Double Dribble: 5 on 5 **Konami** **\$4/R2**

Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 5 (Out of 10). Released Dec-91. #DMG-DW-USA.

Dr. Franken **Kemco** **\$5/R3**

also known as "Kotobuki System Co. Ltd". Released Dec-92. #DMG-FN-USA.

Dr. Franken 2 **Kemco** **\$6/R4**

also known as "Kotobuki System Co. Ltd". Released Oct-97. #DMG-DJ-USA.

Dr. Mario **Nintendo** **\$8/R1 +**

Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 4 (Out of 10). Released Dec-90. #DMG-VJ-USA.

Dragonheart **Acclaim** **\$8/R4**

Based on the 1996 movie. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5.5, 6.5, and a 6.5 (Out of 10). Released May-96. #DMG-ADHE-USA.

Dragon's Lair: The Legend **Sony** **\$6/R3**

Developed by Movietime. Re-released by UBI Soft. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and a 3 (Out of 10). Released Jan-91. #DMG-DL-USA.

Duck Tales **Capcom** **\$5/R2**

Re-released by T*HQ. Action/Platform/Scrolling Screen. Released Nov-90. #DMG-DT-USA.

Duck Tales 2 **Capcom** **\$8/R3**

Re-released by Nintendo. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 5 (Out of 10). Released Nov-93. #DMG-D7-USA.

Earthworm Jim **Playmates** **\$5/R2**

Action/Platform/Scrolling Screen. Released Sep-95. #DMG-AEJE-USA.

Elevator Action **Taito** **\$10/R3**

Based on the 1983 Taito coin-op. Released Dec-91. #DMG-EA-USA.

Elite Soccer **GameTek** **\$5/R3**

Sports/Soccer. Super Game Boy enhanced. Released Aug-94. #DMG-YK-USA.

Exodus: Journey to the Promised Land **Wisdom Tree** **\$5/R4**

Unlicensed. #EGB-1.

Extra Bases **Bandai** **\$3/R3**

Sports/Baseball. Released Apr-91. #DMG-FS-USA.

F1 Pole Position **Ubi Soft** **\$8/R4**

Racing/F1/Indy/Stock Cars. Released Dec-93.

F1 Race **Nintendo** **\$3/R1**

Packaged with the 4-player adapter. Racing/F1/Indy/Stock Cars. LANDMARK: This was the first 4-player Game Boy game. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and a 4 (Out of 10). Released Feb-91. #DMG-F1-USA.

F-15 Strike Eagle **Microprose** **\$5/R3**

Released Jun-93. #DMG-EG-USA.

Football 2000 **Bullet Proof** **\$2/R2**

PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6 (Out of 10). Released Dec-91. #DMG-FA-USA.

Fastest Lap **NTVIC** **\$10/R4**

Released Feb-92. #DMG-F2-USA.

Felix the Cat **Hudson** **\$5/R3**

Action/Platform/Scrolling Screen. Released Jul-93. #DMG-C6-USA.

Ferrari Grand Prix Challenge **Acclaim** **\$7/R3**

Racing/F1/Indy/Stock Cars. Released Sep-92. #DMG-XP-USA.

Fidgetts, The **Jaleco** **\$7/R4**

Developed by Game Over. Oddly enough, the US Jaleco release is identical to the European Elite release with no mention of Jaleco on the title screen and the standard European language selection screen intact. Released Oct-97. #DMG-F6-USA.

FIFA '98: The Road to the World Cup **T*HQ** **\$7/R4**

Sports/Soccer. Super Game Boy enhanced. Released Dec-97.

FIFA International Soccer **Malibu** **\$6/R2**

Malibu was a division of T*HQ. Sports/Soccer. Super Game Boy enhanced. Released Feb-95. #DMG-AFSE-USA.

FIFA Soccer '96 **Black Pearl** **\$6/R2**

Black Pearl was a division of T*HQ. Sports/Soccer. Super Game Boy enhanced. Released Dec-95. #DMG-A6SE-USA.

FIFA Soccer '97 **Black Pearl** **\$7/R3**

Black Pearl was a division of T*HQ. Sports/Soccer. Super Game Boy enhanced. Released Nov-96. #DMG-A7SE-USA.

Fighting Simulator 2 in 1 **Culture Brain** **\$7/R3**

Released Apr-92. #DMG-HR-USA.

Final Fantasy Adventure **Nintendo** **\$8/R2 +**
a.k.a. Mystic Quest (Europe)

Re-released by SunSoft. Released Nov-91. #DMG-FF-USA.

Final Fantasy Legend **Nintendo** **\$7/R2**

Re-released by SunSoft. Released Sep-90. #DMG-SA-USA.

Final Fantasy Legend 2 **Square** **\$12/R2 +**

Re-released by SunSoft. also known as "Squaresoft" and "SquareEnix". Released Nov-91. #DMG-S2-USA.

Final Fantasy Legend 3 **Square** **\$15/R2**

Re-released by SunSoft. also known as "Squaresoft" and

"SquareEnix". PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8 (Out of 10). Released Aug-93. #DMG-OS-USA.

- Fish Dude** **Sofel** **\$10/R5**
Released Apr-91. #DMG-US-USA.
- Fist of the North Star** **Electro Brain** **\$7/R2 -**
Released Apr-90. #DMG-HK-USA.
- Flash, The** **T*HQ** **\$5/R3**
Action/Platform/Scrolling Screen. Released Mar-92. #DMG-EF-USA.
- Flintstones, The: King Rock Bedrock Island** **Taito** **\$7/R4**
Action/Platform/Scrolling Screen. Released Feb-93. #DMG-EE-USA.
- Flintstones, The: The Movie** **Ocean** **\$6/R3**
Based on the 1994 movie. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 5 (Out of 10). Released Dec-94. #DMG-AFNE-USA.
- Flipull** **Taito** **\$6/R2 -**
Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6 (Out of 10). Released Apr-90. #DMG-FP-USA.
- Foreman For Real Boxing** **Acclaim** **\$3/R3**
Sports/Boxing. Released Sep-95. #DMG-AFEE-USA.
- Fortified Zone** **Jaleco** **\$3/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Sep-91. #DMG-IY-USA.
- Fortress of Fear: Wizards & Warriors X** **Acclaim** **\$3/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7 (Out of 10). Released Jan-90. #DMG-WW-USA.
- Frank Thomas Big Hurt Baseball** **Acclaim** **\$3/R3**
Developed by Iguana. Sports/Baseball. Released Dec-95. #DMG-AFKE-USA.
- Frogger** **Majesco** **\$10/R4**
Based on the 1981 Sega coin-op. Not to be confused with the more common Color version released at the same time. Super Game Boy enhanced. Released Aug-98. #DMG-AFGE-USA.
- Game & Watch Gallery** **Nintendo** **\$5/R2 +**
Super Game Boy enhanced. Released May-97. #DMG-AGAE-USA.
- Game of Harmony, The** **Accolade** **\$7/R4**
Released Feb-91. #DMG-GH-USA.
- Gargoyle's Quest** **Capcom** **\$3/R2 +**
Action/Platform/Scrolling Screen. Released Jul-90. #DMG-RA-USA.
- Gauntlet II** **Mindscape** **\$10/R3**
Based on the 1986 Atari coin-op. Shooter/360 Degrees. Released Sep-91. #DMG-G2-USA.
- Gear Works** **Sony** **\$5/R4**
Puzzle/Logic. Released Oct-93. #DMG-G8-USA.
- George Foreman's KO Boxing** **Acclaim** **\$3/R2**
Developed by Beam Software. Sports/Boxing. Released Sep-92. #DMG-JK-USA.
- Getaway, The: High Speed 2** **Williams** **\$5/R3**
Traditional/Video Pinball. Super Game Boy enhanced. Released Dec-95. #DMG-AGEE-USA.
- Ghostbusters II** **Activision** **\$5/R2**

Developed by HAL Labs. Based on the 1989 movie. Released Dec-90. #DMG-GB-USA.

- Go! Go! Tank** **Electro Brain** **\$3/R3 +**
Released May-91. #DMG-GT-USA.
- Goal!** **Jaleco** **\$3/R2**
Sports/Soccer. Released Aug-93. #DMG-JV-USA.
- Godzilla** **Toho** **\$4/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 5 (Out of 10). Released Oct-90. #DMG-GZ-USA.
- Golf** **Nintendo** **\$4/R1**
Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7 (Out of 10). Released Feb-90. #DMG-GO-USA.
- Gradius: Interstellar Assault** **Konami** **\$8/R3 +**
Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 5 (Out of 10). Released Feb-92. #DMG-NE-USA.
- Great Greed** **Namco** **\$8/R4 +**
Released Apr-93. #DMG-B6-USA.
- Gremlins 2: The New Batch** **SunSoft** **\$4/R3**
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6 (Out of 10). Released Jan-91. #DMG-GR-USA.
- HAL Wrestling** **HAL America** **\$4/R3**
Fighting/Wrestling. Released Dec-90. #DMG-PR-USA.
- Harvest Moon** **Natsume** **\$7/R4 +**
Released Aug-98. #DMG-AYWE-USA.
- Hatris** **Bullet Proof** **\$10/R4**
Based on the 1990 Video System Co. Ltd. coin-op. Puzzle/Action. Released May-91. #DMG-HT-USA.
- Heavyweight Championship Boxing** **Activision** **\$4/R2**
Sports/Boxing. Released Sep-90. #DMG-BX-USA.
- Heiankyo Alien** **Meldac** **\$2/R1 +**
Released Apr-90. #DMG-HA-USA.
- Hercules (Disney's)** **T*HQ** **\$8/R2**
Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Jul-97. #DMG-AHCE-USA.
- High Stakes Gambling** **Electro Brain** **\$7/R3**
Traditional/Casino Game. Released Jun-92. #DMG-HY-USA.
- Hit The Ice** **Taito** **\$7/R3**
Based on the 1990 Williams coin-op. Sports/Hockey. Released Oct-92. #DMG-HC-USA.
- Home Alone** **T*HQ** **\$5/R1**
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and a 3 (Out of 10). Released Nov-91. #DMG-HM-USA.
- Home Alone 2: Lost in New York** **T*HQ** **\$5/R2**
Action/Platform/Scrolling Screen. Released Oct-92. #DMG-AH-USA.
- Hook** **Sony** **\$5/R2**
Action/Platform/Scrolling Screen. Released Apr-92. #DMG-HS-USA.
- Hudson Hawk** **Sony** **\$5/R3**
Action/Platform/Scrolling Screen. Released Dec-91. #DMG-HW-USA.
- Humans, The** **GameTek** **\$8/R3**

Puzzle/Logic. Released Dec-92. #DMG-HU-USA.

- ☐ **Hunchback of Notre Dame** **T*HQ** **\$8/R3**
Action/Platform/Scrolling Screen. Super Game Boy enhanced.
Released Mar-97. #DMG-ANDE-USA.
- ☐ **Hunt for Red October, The** **Hi-Tech Express** **\$4/R2**
EASTER EGGS: At the title screen, press B, Select, Left, Right, Start to access a "Starting World" menu. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 3 (Out of 10).
Released May-91. #DMG-HF-USA.
- ☐ **Hyper Lode Runner** **Bandai** **\$4/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 4, 3, 3, and a 3 (Out of 10). Released Feb-90. #DMG-HL-USA.
- ☐ **In Your Face** **Jaleco** **\$4/R2**
Sports/Basketball. Released Dec-90. #DMG-YF-USA.
- ☐ **Incredible Crash Dummies, The** **LJN** **\$5/R3**
Developed by Software Creations. Released Nov-92. #DMG-CB-USA.
- ☐ **Indiana Jones and the Last Crusade** **Ubi Soft** **\$6/R3**
Action/Platform/Scrolling Screen. Released Jul-94. #DMG-J5-USA.
- ☐ **InfoGenius: Berlitz Spanish Translator** **GameTek** **\$4/R3**
Released Sep-91. #DMG-NL-USA.
- ☐ **InfoGenius: French Translator** **GameTek** **\$3/R3**
Released Sep-91. #DMG-FH-USA.
- ☐ **InfoGenius: Frommer's Travel Guide** **GameTek** **\$5/R3**
Released Sep-91. #DMG-GD-USA.
- ☐ **InfoGenius: Personal Organizer** **GameTek** **\$3/R3**
Released Sep-91. #DMG-ZR-USA.
- ☐ **InfoGenius: Spell Checker** **GameTek** **\$3/R3**
Released Sep-91. #DMG-SL-USA.
- ☐ **International Superstar Soccer** **Konami** **\$8/R3**
Sports/Soccer. Super Game Boy enhanced. Released Oct-98.
- ☐ **Iron Man/X-O Manowar in Heavy Metal** **Acclaim** **\$4/R2**
Released Aug-96. #DMG-AXIE-USA.
- ☐ **Ishido: The Way of Stones** **Nexoft** **\$4/R3**
Released Nov-90. #DMG-ST-USA.
- ☐ **Jack Nicklaus Golf** **Tradewest** **\$4/R3**
Sports/Golf. Released May-92. #DMG-JN-USA.
- ☐ **James Bond 007** **Nintendo** **\$5/R2**
Super Game Boy enhanced. EASTER EGGS: To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 3.5, 3, and a 1 (Out of 10). Released Feb-98. #DMG-AW7E-USA.
- ☐ **Jeep Jamboree Off-Road** **Virgin** **\$4/R4**
Developed by Gremlin Graphics. This game is also included on Race Days released by GameTek. Released Jul-92. #DMG-JJ-USA.
- ☐ **Jeopardy!** **GameTek** **\$5/R2**

Developed by DDI. Traditional/Game Show. Released Mar-91.
#DMG-JP-USA.

- ☐ **Jeopardy! Platinum Edition** **GameTek** **\$5/R3**
Traditional/Game Show. Super Game Boy enhanced. Released Dec-96. #DMG-AJPE-USA.
- ☐ **Jeopardy! Sports Edition** **GameTek** **\$3/R3**
Traditional/Game Show. Released May-94. #DMG-JE-USA.
- ☐ **Jeopardy! Teen Tournament** **GameTek** **\$5/R3**
Traditional/Game Show. Super Game Boy enhanced. Released Dec-96. #DMG-AJQE-USA.
- ☐ **Jetsons Robot Panic, The** **Taito** **\$5/R3**
Action/Platform/Scrolling Screen. Released Oct-92.
- ☐ **Jimmy Connors Tennis** **Ubi Soft** **\$4/R2**
Sports/Tennis. Released May-93. #DMG-JC-USA.
- ☐ **Joe & Mac** **Data East** **\$5/R3**
Based on the 1991 Data East "Caveman Ninja" coin-op.
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 6 (Out of 10). Released Jun-93. #DMG-JM-USA.
- ☐ **Jordan vs. Bird** **Electronic Arts** **\$4/R2**
Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and a 4 (Out of 10). Released Feb-92. #DMG-JB-USA.
- ☐ **Joshua: The Battle of Jericho** **Wisdom Tree** **\$5/R5**
Unlicensed. Released Jun-93. #JGB-1.
- ☐ **Judge Dredd** **Acclaim** **\$4/R2**
Based on the 1995 Sylvester Stallone action/sci-fi movie, which was in turn based on a long-running DC comic book series. EASTER EGGS: At the title screen, press A, Left, Right, Left, Right, B, then press Start. A stage-select menu will appear. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 5.5, and a 4.5 (Out of 10). Released Jun-95. #DMG-AJDE-USA.
- ☐ **Jungle Book, The (Disney's)** **Virgin** **\$6/R2**
Developed by Eurocom. Action/Platform/Scrolling Screen. EASTER EGGS: Press Select to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear. Released Aug-94. #DMG-J7-USA.
- ☐ **Jungle Strike: The Sequel to Malibu Desert Strike** **Malibu** **\$5/R3**
Malibu was a division of T*HQ. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4.5, and a 4 (Out of 10). Released Jun-95. #DMG-AJGE-USA.
- ☐ **Jurassic Park** **Ocean** **\$4/R2**
Action/Platform/Scrolling Screen. Released Aug-93. #DMG-JQ-USA.
- ☐ **Jurassic Park 2: The Chaos Continues** **Ocean** **\$4/R2**
Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Dec-94. #DMG-A2JE-USA.
- ☐ **Ken Griffey Jr. Major League Baseball** **Nintendo** **\$3/R2**
Developed by Software Creations. Sports/Baseball. Super Game Boy enhanced. Released Oct-97. #DMG-AKGE-USA.
- ☐ **Kid Dracula** **Konami** **\$4/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5 (Out of 10). Released Mar-93. #DMG-DF-USA.
- ☐ **Kid Icarus: Of Myths and Monsters** **Nintendo** **\$8/R3**

Released Nov-91. #DMG-KA-USA.

- ☐ **Killer Instinct** Nintendo \$3/R2
Developed by Rare. Based on the 1994 Midway coin-op. Fighting/Tournament Style. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 3, 3, 2, and a 2 (Out of 10). Released Nov-95. #DMG-AKLE-USA.
- ☐ **King James Bible** Wisdom Tree \$8/R5
Unlicensed. #EBGB.
- ☐ **King of Fighters '95, The** Nintendo \$4/R2
Based on the 1995 SNK coin-op. Fighting/Tournament Style. Super Game Boy enhanced. EASTER EGGS: When the Takara logo appears at the beginning of the game, press SELECT 25 times. You get the hidden characters, plus you'll start each battle with your Super meter maxed out. Released Feb-97. #DMG-AKFE-USA.
- ☐ **Kingdom Crusade** Electro Brain \$5/R3
Released Nov-92. #DMG-KC-USA.
- ☐ **Kirby's Block Ball** Nintendo \$5/R3
Developed by HAL Labs. Puzzle/Action. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7.5 (Out of 10). Released May-96. #DMG-AKXE-USA.
- ☐ **Kirby's Dream Land** Nintendo \$7/R2 +
Developed by HAL Labs. Action/Platform/Scrolling Screen. Released Aug-92. #DMG-KY-USA.
- ☐ **Kirby's Dream Land 2** Nintendo \$10/R3 +
Developed by HAL Labs. Action/Platform/Scrolling Screen. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7.5, 7, and a 7 (Out of 10). Released May-95. #DMG-AKBE-USA.
- ☐ **Kirby's Pinball Land** Nintendo \$7/R2 +
Developed by HAL Labs. Traditional/Video Pinball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7 (Out of 10). Released Nov-93. #DMG-K9-USA.
- ☐ **Kirby's Star Stacker** Nintendo \$6/R3
Developed by HAL Labs. Puzzle/Action. Super Game Boy enhanced. Released Apr-97. #DMG-AKCE-USA.
- ☐ **Klax** Mindscape \$5/R3
Based on the 1989 Atari coin-op. Puzzle/Action. Released Jul-91. #DMG-KX-USA.
- ☐ **Knight Quest** Taito \$5/R4
PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 5 (Out of 10). Released Jul-92.
- ☐ **Kung Fu Master** Irem \$5/R3
Based on the 1984 Data East coin-op. Fighting/Side-Scrolling. Released Jan-91. #DMG-SX-USA.
- ☐ **Kwirk** Acclaim \$4/R1
Developed by Atlas. A very enjoyable strategy/maze game. If you like this, be sure to check out the unofficial sequel "Amazing Tater". PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 3 (Out of 10). Released Mar-90. #DMG-AP-USA.
- ☐ **Lamborghini American Challenge** Titus \$5/R3
Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6 (Out of 10). Released May-94. #DMG-L7-USA.
- ☐ **Last Action Hero** Sony \$3/R3
Released Oct-93. #DMG-LR-USA.
- ☐ **Lazlo's Leap** DTMC \$5/R4

Puzzle/Logic. Released Oct-92. #DMG-S5-USA.

- ☐ **Legend of the River King** Natsume \$8/R3
Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4, 4, and a 2 (Out of 10). Released Aug-98. #DMG-AFHE-USA.
- ☐ **Legend of Zelda, The: Link's Awakening** Nintendo \$8/R1 +
EASTER EGGS: How about some exploding arrows? At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode. If an unstoppable boomerang weapon is more to your liking, try this: stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8 (Out of 10). Released Aug-93. #DMG-ZL-USA.
- ☐ **Lemmings** Ocean \$8/R3
Puzzle/Logic. Released Aug-94. #DMG-L8-USA.
- ☐ **Lethal Weapon** Ocean \$5/R3
Released Apr-93. #DMG-LT-USA.
- ☐ **Lion King, The (Disney's)** Virgin \$7/R3
Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Apr-95. #DMG-ALNE-USA.
- ☐ **Little Mermaid, The** Capcom \$8/R2
Re-released by Nintendo. Action/Platform/Scrolling Screen. Released Feb-93. #DMG-LD-USA.
- ☐ **Lock 'n Chase** Data East \$5/R3 +
Action/Maze Collect. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6 (Out of 10). Released Jul-92. #DMG-LC-USA.
- ☐ **Looney Tunes** SunSoft \$5/R3
Action/Platform/Scrolling Screen. Released Oct-92. #DMG-LN-USA.
- ☐ **Loopz** Mindscape \$8/R3 -
Released Mar-91. #DMG-LP-USA.
- ☐ **Lost World, The: Jurassic Park** T-HQ \$8/R3
Super Game Boy enhanced. Released Dec-97. #DMG-ALWE-USA.
- ☐ **Madden NFL '95** Malibu \$3/R2
Malibu was a division of T-HQ. Sports/Football. Super Game Boy enhanced. Released Nov-94. #DMG-ANLE-USA.
- ☐ **Madden NFL '96** Black Pearl \$3/R2
Black Pearl was a division of T-HQ. Sports/Football. Super Game Boy enhanced. Released Oct-95. #DMG-A6ME-USA.
- ☐ **Madden NFL '97** Black Pearl \$3/R3
Black Pearl was a division of T-HQ. Sports/Football. Super Game Boy enhanced. Released Nov-96. #DMG-A7ME-USA.
- ☐ **Malibu Beach Volleyball** Activision \$4/R2
Sports/Volleyball. Released Mar-90. #DMG-SV-USA.
- ☐ **Marble Madness** Mindscape \$7/R3
Based on the 1984 Atari Games coin-op. Released May-91. #DMG-MB-USA.
- ☐ **Mario's Picross** Nintendo \$15/R4 +
Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5, 5, and a 4 (Out of 10). Released Mar-95. #DMG-APCE-USA.
- ☐ **Maru's Mission** Jaleco \$7/R4 -

Released Mar-91. #DMG-OJ-USA.

Maui Mallard: Cold Shadow SunSoft \$5/R4

Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Aug-98. #DMG-AMIE-USA.

Mega Man II Capcom \$7/R2 +

Re-released by Nintendo. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8 (Out of 10). Released Feb-92. #DMG-W2-USA.

Mega Man III Capcom \$10/R3

Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7 (Out of 10). Released Dec-92. #DMG-W3-USA.

Mega Man IV Capcom \$15/R4

Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Dec-93. #DMG-R4-USA.

Mega Man V Capcom \$15/R4 +

Action/Platform/Scrolling Screen. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, and a 7 (Out of 10). Released Sep-94. #DMG-WM-USA.

Mega Man: Dr. Wily's Revenge Capcom \$7/R2 +

Re-released by Nintendo. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 8 (Out of 10). Released Dec-91. #DMG-RW-USA.

Megalith Takara \$3/R4

Released Dec-92. #DMG-MZ-USA.

Mercenary Force Meldac \$5/R3

Released Oct-90. #DMG-TK-USA.

Metal Masters Electro Brain \$5/R4

Released Dec-94. #DMG-E6-USA.

Metroid 2: Return of Samus Nintendo \$12/R1 +

Action/Platform/Shooter. Released Nov-91. #DMG-ME-USA.

Mickey Mouse: Magic Wands Nintendo \$6/R3

Action/Platform/Scrolling Screen. Released May-98. #DMG-IS-USA.

Mickey's Dangerous Chase Capcom \$7/R3

Re-released by Nintendo. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 6 (Out of 10). Released May-91. #DMG-MC-USA.

Mickey's Ultimate Challenge Hi-Tech Express \$6/R3

Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 5 (Out of 10). Released May-94. #DMG-UV-USA.

Micro Machines Ocean \$7/R3

Racing/Miscellaneous Racing. Released Jan-95. #DMG-H3-USA.

Mighty Morphin' Power Rangers Bandai \$7/R3

Super Game Boy enhanced. Released Aug-94. #DMG-ZW-USA.

Mighty Morphin' Power Rangers: The Movie Bandai \$8/R3

Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 6, and a 6 (Out of 10). Released Aug-95. #DMG-AZRE-USA.

Milon's Secret Castle Hudson \$4/R3

PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 5 (Out of 10). Released Mar-93. #DMG-M8-USA.

Miner 2049'er Mindscape \$10/R4

Released Oct-92. #DMG-MV-USA.

Missile Command Accolade \$5/R4

Based on the 1980 Atari coin-op. Original arcade game designed by Dave Theurer. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 4, and a 4 (Out of 10). Released Mar-92. #DMG-MW-USA.

Mole Mania Nintendo \$5/R3 +

Super Game Boy enhanced. Released Feb-97. #DMG-AMOE-USA.

Monopoly Parker Bros \$10/R2

Traditional/Board Game. Released Dec-91. #DMG-LY-USA.

Monster Truck Wars Acclaim \$7/R3

Released Nov-94. #DMG-ATWE-USA.

Mortal Kombat Acclaim \$3/R1

Based on the 1992 Midway coin-op. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 4 (Out of 10). Released Sep-93. #DMG-C9-USA.

Mortal Kombat & Mortal Acclaim \$10/R3**Kombat II**
Developed by Probe. Based on the Midway coin-op. The first two Mortal Kombat games re-released on one cartridge. Fighting/Tournament Style. Released Nov-97. #DMG-AKZE-USA.**Mortal Kombat 3 Williams \$4/R2**

Based on the 1995 Midway coin-op. Fighting/Tournament Style. Released Sep-94. #DMG-A3ME-USA.

Mortal Kombat II Acclaim \$4/R1

Based on the 1993 Midway coin-op. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 5, and a 5 (Out of 10). Released Nov-95. #DMG-AMKE-USA.

Motocross Maniacs Ultra \$3/R1 +

Racing/Motocross/Cycle. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7 (Out of 10). Released Jan-90. #DMG-MX-USA.

Mouse Trap Hotel Electro Brain \$10/R4

Released Oct-92. #DMG-MH-USA.

Mr. Chin's Gourmet Paradise Romstar \$7/R4

Released Oct-90. #DMG-GP-USA.

Mr. Do! Ocean \$15/R4

Based on the 1982 Universal coin-op. Released Nov-92. #DMG-M4-USA.

Ms. Pac-Man Namco \$5/R2

Based on the 1981 Midway coin-op. Very good port of the classic arcade machine despite the scrolling playfield. Action/Maze Collect. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7 (Out of 10). Released Oct-93. #DMG-N4-USA.

Muhammad Ali Heavyweight Virgin \$3/R2**Boxing**
Sports/Boxing. Released Jul-93. #DMG-XB-USA.**Mulan T*HQ \$5/R2**

Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Oct-98. #DMG-AMLE-USA.

Mysterium Asmik \$5/R3 -

PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and a 4 (Out of 10). Released Jul-91. #DMG-MY-USA.

Mystical Ninja starring Goeman Konami \$8/R3

Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 3.5, 3.5, and a 3 (Out of 10). Released Apr-98. #DMG-AGDE-USA.

- ❑ Nail 'n Scale** **Data East** **\$8/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6 (Out of 10). Released Apr-92. #DMG-DR-USA.
- ❑ Navy Seals** **Ocean** **\$5/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 3, and a 3 (Out of 10). Released Sep-91. #DMG-NV-USA.
- ❑ NBA All-Star Challenge** **LJN** **\$3/R1**
Developed by Beam Software. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5 (Out of 10). Released Feb-91. #DMG-AC-USA.
- ❑ NBA All-Star Challenge 2** **LJN** **\$3/R1**
Developed by Beam Software. Sports/Basketball. Released May-92. #DMG-H2-USA.
- ❑ NBA Jam** **Acclaim** **\$3/R1**
Based on the 1993 Midway coin-op. Original arcade game designed by Steve "Snake" Palmer and Mark Turmell. Sports/Basketball. Super Game Boy enhanced. Released Nov-94. #DMG-A8NE-USA.
- ❑ NBA Jam Tournament Edition** **Acclaim** **\$3/R1**
Based on the 1993 Midway coin-op. Sports/Basketball. Released Jun-95. #DMG-AJTE-USA.
- ❑ NBA Live '96** **Black Pearl** **\$3/R2**
Black Pearl was a division of T*HQ. Sports/Basketball. Super Game Boy enhanced. Released Mar-96. #DMG-A6BE-USA.
- ❑ Nemesis** **Ultra** **\$3/R2 +**
Based on the 1985 Konami coin-op. Konami brings the Gradius series to the Game Boy. Very well done early release. Shooter/Horizontal Scrolling. EASTER EGGS: During the game, press Start to pause, then press Up, Down, Left, Right, Left, Right, B, A. When you unpause, your ship will be upgraded with all of the weapon power-ups in the game. Note: This code works only once per stage. Released Apr-90. #DMG-NM-USA.
- ❑ New Chessmaster** **Hi-Tech Express** **\$5/R3**
Developed by Altron. Not to be confused with "The Chessmaster", this sequel. Traditional/Board Game. Released Apr-93. #DMG-N5-USA.
- ❑ NFL Football** **Konami** **\$3/R1**
Sports/Football. Released Apr-92. #DMG-FT-USA.
- ❑ NFL Quarterback Club** **LJN** **\$2/R3**
Developed by Beam Software. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5 (Out of 10). Released Nov-93. #DMG-Q6-USA.
- ❑ NFL Quarterback Club 2** **LJN** **\$2/R2**
Sports/Football. Released Mar-95. #DMG-AQ9E-USA.
- ❑ NFL Quarterback Club '96** **Acclaim** **\$2/R1**
Sports/Football. Released Oct-95. #DMG-AQBE-USA.
- ❑ NHL '95** **Malibu** **\$5/R3**
Malibu was a division of T*HQ. Sports/Hockey. Super Game Boy enhanced. Released Jun-95. #DMG-ANHE-USA.
- ❑ NHL '96** **Black Pearl** **\$4/R2**
Black Pearl was a division of T*HQ. Sports/Hockey. Super Game Boy enhanced. Released Jul-96. #DMG-A6HE-USA.
- ❑ Nigel Mansell's World Championship Racing** **GameTek** **\$4/R2**
Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming

Monthly gave this game a 7, 6, 5, and a 5 (Out of 10). Released Aug-93. #DMG-WC-USA.

- ❑ Ninja Boy** **Culture Brain** **\$5/R3**
Released Nov-90. #DMG-CL-USA.
- ❑ Ninja Boy 2** **Culture Brain** **\$5/R3**
Released Apr-93. #DMG-CH-USA.
- ❑ Ninja Gaiden: Shadow** **Tecmo** **\$10/R2**
Released Dec-91. #DMG-NG-USA.
- ❑ Ninja Taro** **Sammy** **\$6/R4**
Released Sep-92. #DMG-UP-USA.
- ❑ Nintendo World Cup** **Nintendo** **\$4/R1**
Developed by Technos. Sports/Soccer. Released Jun-91. #DMG-NC-USA.
- ❑ NIV Bible & The 20 Lost Levels of Joshua** **Wisdom Tree** **\$10/R6**
Unlicensed.
- ❑ Nobunaga's Ambition** **Koei** **\$4/R4**
Simulation/Turn-based War/RPG Game. Released Mar-91. #DMG-NY-USA.
- ❑ Oddworld Adventures** **GT Interactive** **\$4/R1**
Developed by Saffire. Super Game Boy enhanced. Released Dec-98. #DMG-AODE-USA.
- ❑ Olympic Summer Games** **Black Pearl** **\$7/R4**
Black Pearl was a division of T*HQ. Sports/Multi-Sports. Super Game Boy enhanced. Released Jun-96. #DMG-AO9E-USA.
- ❑ Operation C** **Ultra** **\$7/R1 +**
Contra survives it's first jump to the small screen in very playable fashion. Action/Platform/Shooter. EASTER EGGS: To access a stage select, go to the title screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A. Start. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9 (Out of 10). Released Feb-91. #DMG-CN-USA.
- ❑ Out of Gas** **FCI** **\$5/R2**
Developed by Realtime Associates. FCI stands for "Fujisankei Communications International". Released Oct-92. #DMG-FX-USA.
- ❑ Pac-Attack** **Namco** **\$8/R4**
What do you get when you cross Pac Man with Tetris? Pac-Attack, of course. Puzzle/Action. Released Dec-94. #DMG-NO-USA.
- ❑ Pac-in-Time** **Namco** **\$6/R5**
Namco tries the 2D side scrolling approach with Pac Man again (previous attempts were Pac Land (arcade & TurboGrafx-16) and Pac Man 2 (Genesis & Super Nintendo)) and come up short again. Super Game Boy enhanced. Released Feb-95. #DMG-APTE-USA.
- ❑ Pac-Man** **Namco** **\$6/R1**
Based on the 1980 Namco coin-op. Original arcade game designed by Toru Iwatani. Action/Maze Collect. Released Apr-91. #DMG-PC-USA.
- ❑ Pagemaster, The** **Ocean** **\$5/R2**
Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Nov-94. #DMG-APME-USA.
- ❑ Panel Action Bingo** **FCI** **\$8/R4**
FCI stands for "Fujisankei Communications International". Released Nov-93. #DMG-YB-USA.
- ❑ Paperboy** **Mindscape** **\$4/R1**
Based on the 1984 Atari Games coin-op. Shooter/360 Degrees. Released Jul-90. #DMG-MP-USA.

- Paperboy 2** **Mindscape** **\$5/R3**
More paper slinging action, only this time you can play as a Papergirl as well. The stages are much more difficult than in the original. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 5 (Out of 10). Released Apr-92. #DMG-Y2-USA.
- Penguin Wars** **Nexoft** **\$5/R2**
Released Jul-92. #DMG-PW-USA.
- PGA European Tour Golf** **Malibu** **\$4/R3**
Malibu was a division of T*HQ. Sports/Golf. Super Game Boy enhanced. Released Apr-95. #DMG-APRE-USA.
- PGA Tour '96** **Black Pearl** **\$4/R3**
Black Pearl was a division of T*HQ. Sports/Golf. Super Game Boy enhanced. Released Nov-95. #DMG-A3GE-USA.
- Pinball Dreams** **GameTek** **\$6/R3**
Traditional/Video Pinball. Released Aug-93. #DMG-D8-USA.
- Pinball Fantasies** **GameTek** **\$6/R4**
Developed by Spidersoft. Traditional/Video Pinball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and a 3 (Out of 10). Released Feb-95. #DMG-APFE-USA.
- Pinocchio** **Black Pearl** **\$6/R3**
Black Pearl was a division of T*HQ. Action/Platform/Scrolling Screen. Released Oct-96. #DMG-ACGE-USA.
- Pipe Dream** **Bullet Proof** **\$4/R2 -**
Based on the 1990 Video System Co. Ltd. coin-op. Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5 (Out of 10). Released Sep-90. #DMG-PD-USA.
- Pit-Fighter** **T*HQ** **\$3/R2**
Based on the 1990 Atari coin-op. Fighting/Tournament Style. Released Jun-92. #DMG-QF-USA.
- Play Action Football** **Nintendo** **\$2/R1**
Sports/Football. Released Dec-90. #DMG-FL-USA.
- Pocahontas** **Black Pearl** **\$7/R3**
Black Pearl was a division of T*HQ. Action/Platform/Scrolling Screen. Super Game Boy enhanced. Released Apr-96. #DMG-AHQE-USA.
- Pokemon Blue Version** **Nintendo** **\$5/R1 +**
The Pokemon series was directly responsible for the overwhelmingly successful launch of the Game Boy Color. While the games were not color enhanced, they were released less than three months before the GBC. Packaged in a blue cartridge case. Role-Playing/Turn-Based/Battle-Centric. Super Game Boy enhanced. Released Sep-98. #DMG-APEE-USA.
- Pokemon Red Version** **Nintendo** **\$5/R1 +**
Nintendo's strategy with the multiple Pokemon releases paid off handsomely as consumers would buy multiple versions of the game in order to trade collected Pokemon among themselves. While the red and blue games were nearly identical, they each had a select group of exclusive characters. Role-Playing/Turn-Based/Battle-Centric. Super Game Boy enhanced. Released Sep-98. #DMG-APAE-USA.
- Pokemon Yellow Version Special Pikachu Edition** **Nintendo** **\$6/R1 +**
Released a little over a year after Red & Blue version, Yellow capitalized on the popularity of Pikachu by making him your first Pokemon and having him follow you around on screen. Packaged in a yellow cartridge case. Role-Playing/Turn-Based/Battle-Centric. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and a 6 (Out of 10). Released
- Oct-99. #DMG-APSE-USA.
- Popeye 2** **Activision** **\$8/R4**
With absolutely nothing in common to the Nintendo arcade and NES games, this Popeye is a rather uninspired side scroller. Action/Platform/Scrolling Screen. Released Oct-93. #DMG-PG-USA.
- Power Mission** **NTVIC** **\$2/R4**
Turn taking naval battle game. Fairly difficult to find but tends to sell cheap. Released Jan-91. #DMG-XC-USA.
- Power Racer** **Tecmo** **\$6/R2**
It's the old Atari 2600 game Dodge 'em on steroids. The second play mode adds obstacles and power ups not present in the standard play mode. Released Dec-90. #DMG-PO-USA.
- Prehistorik Man** **Titus** **\$3/R2 -**
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 5 (Out of 10). Released Jan-96. #DMG-UH-USA.
- Primal Rage** **Time Warner** **\$4/R1**
Based on the 1994 Atari Games coin-op. Fighting/Tournament Style. Super Game Boy enhanced. Released Jul-95. #DMG-AR9E-USA.
- Prince of Persia** **Virgin** **\$4/R3**
Released Jan-92. #DMG-NP-USA.
- Prophecy: Viking Child** **GameTek** **\$4/R4**
Released Jul-92. #DMG-VY-USA.
- Punisher, The: The Ultimate Payback** **Acclaim** **\$3/R3 -**
Developed by Beam Software. Very well done Operation Wolf style shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 4 (Out of 10). Released Jul-91. #DMG-NS-USA.
- Pyramids of Ra** **Matchbox** **\$10/R4**
This game was also in development for the NES but was only released for Game Boy. Puzzle/Logic. Released Apr-93. #DMG-YR-USA.
- Q Billion** **Seta** **\$2/R2**
Puzzle/Logic. Released Apr-92. #DMG-QB-USA.
- Q*Bert** **Jaleco** **\$15/R3 +**
Based on the 1982 Gottlieb coin-op. Not a true arcade port but more like a sequel with changing playfields with original arcade game elements. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5 (Out of 10). Released Feb-92. #DMG-QT-USA.
- Qix** **Nintendo** **\$2/R1**
Based on the 1981 Taito coin-op. Released May-90. #DMG-QX-USA.
- Quarth** **Ultra** **\$5/R2**
Based on the 1989 Konami coin-op. Bizarre take on the Tetris concept. A cross between a vertical shooter and a falling block puzzle, players shoot blocks to complete rectangle shapes. Released Dec-90. #DMG-QR-USA.
- Race Days** **GameTek** **\$5/R3**
Developed by Gremlin Graphics. 2 games in one, including Jeep Jamboree which was previously released by Virgin as a separate cartridge. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and a 7 (Out of 10). Released Nov-94. #DMG-ARDE-USA.
- Race Drivin'** **T*HQ** **\$5/R3**
Based on the 1990 Atari Games coin-op. Released Jan-93. #DMG-RV-USA.
- Radar Mission** **Nintendo** **\$3/R2**

Nintendo's take on the classic board game Battleship with a number of enhancements ranging from aircraft deployment to special weapons. Released Feb-91. #DMG-RM-USA.

- ❑ Raging Fighter** **Konami** **\$5/R3**
Not to be left out of the 1 on 1 fighting scene, Konami's attempt has well animated characters with sparse backgrounds and forgettable characters. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and a 6 (Out of 10). Released Jun-93. #DMG-OB-USA.
- ❑ Rampart** **Jaleco** **\$8/R4**
Based on the 1990 Atari coin-op. Released 1993. #DMG-R8-USA.
- ❑ Real Ghostbusters, The** **Activision** **\$10/R4**
Released Oct-93. #DMG-L4-USA.
- ❑ Ren & Stimpy Show, The: Space Cadet Adventures** **T*HQ** **\$2/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 5 (Out of 10). Released Nov-92. #DMG-RX-USA.
- ❑ Ren & Stimpy Show, The: Veediots!** **T*HQ** **\$3/R3**
Released Oct-93. #DMG-VD-USA.
- ❑ Rescue of Princess Blobette, The** **Absolute** **\$3/R3**
Designed by David Crane. Designed and programmed by former Activision member David Crane, this is a sequel to the NES game "A Boy and his Blob". Released May-91. #DMG-RP-USA.
- ❑ Revenge of the Gator** **HAL America** **\$5/R1 +**
Developed by HAL Labs. The first pinball title for Game Boy but also one of the best. Traditional/Video Pinball. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 6 (Out of 10). Released Mar-90. #DMG-PB-USA.
- ❑ Riddick Bowe Boxing** **Extreme** **\$3/R3**
Sports/Boxing. Released Jan-94. #DMG-XW-USA.
- ❑ Ring Rage** **Natsume** **\$5/R2**
Based on the 1992 Taito coin-op. Sports/Boxing. Released Apr-93. #DMG-RU-USA.
- ❑ Road Rash** **Ocean** **\$3/R2**
This appears to be the only original Game Boy game that is not compatible with the Game Boy Color or Advance Game Boy. On anything other than an original or pocket Game Boy, the game will lock up after the course selection screen. Released Oct-96. #DMG-H5-USA.
- ❑ Robin Hood: Prince of Thieves** **Virgin** **\$5/R2**
Released Jun-93. #DMG-RH-USA.
- ❑ RoboCop** **Ocean** **\$4/R2 -**
Released Dec-90. #DMG-CP-USA.
- ❑ RoboCop 2** **Ocean** **\$5/R3 -**
Released Nov-91. #DMG-R2-USA.
- ❑ RoboCop vs. The Terminator** **Interplay** **\$5/R3**
Released Aug-94. #DMG-VR-USA.
- ❑ Roger Clemens' MVP Baseball** **LJN** **\$4/R2**
Sports/Baseball. Released Sep-92. #DMG-VM-USA.
- ❑ Rolan's Curse** **Sammy** **\$3/R3**
Released Jan-91. #DMG-VE-USA.
- ❑ Rolan's Curse 2** **Sammy** **\$5/R4**
Released Oct-92. #DMG-VT-USA.

- ❑ R-Type** **Irem** **\$3/R2**
Based on the 1987 Nintendo coin-op. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released May-91. #DMG-RE-USA.
- ❑ Rugrats: The Movie** **T*HQ** **\$4/R2 -**
Super Game Boy enhanced. Released Dec-98. #DMG-ARGE-USA.
- ❑ Samurai Shodown** **Takara** **\$6/R3**
Based on the 1993 SNK coin-op. Fighting/Tournament Style. Super Game Boy enhanced. EASTER EGGS: To get three secret characters, press the Select button three times while Hachmaru is shown in the opening demo. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7 (Out of 10). Released Nov-94. #DMG-X4-USA.
- ❑ SeaQuest DSV** **Malibu** **\$5/R3**
Malibu was a division of T*HQ. Super Game Boy enhanced. Released Nov-94. #DMG-ASQE-USA.
- ❑ Serpent** **Taxan** **\$2/R4**
Awkward controls make this Surround/Snafu style game virtually unplayable. Released Nov-90. #DMG-KM-USA.
- ❑ Shanghai** **HAL America** **\$5/R2**
Developed by HAL Labs. Traditional/Mahjong. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 3 (Out of 10). Released Jun-90. #DMG-SH-USA.
- ❑ Shaq-Fu** **Black Pearl** **\$3/R3**
Unlike it's Genesis and Super Nintendo counterparts released by Electronic Arts, this game had a smaller production run. Probably a good thing too. Black Pearl was a division of T*HQ. Super Game Boy enhanced. Released Oct-95. #DMG-AQFE-USA.
- ❑ Side Pocket** **Data East** **\$3/R2**
Based on the 1986 Data East coin-op. Traditional/Parlor Games. Released Nov-90. #DMG-SW-USA.
- ❑ Simpsons, The: Bart & the Beanstalk** **Acclaim** **\$7/R3**
Developed by Software Creations. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 5 (Out of 10). Released Feb-94. #DMG-EK-USA.
- ❑ Simpsons, The: Bart vs. the Juggernauts** **Acclaim** **\$5/R2**
Released Sep-92. #DMG-JU-USA.
- ❑ Simpsons, The: Escape From Camp Deadly** **Acclaim** **\$4/R1 -**
Released Nov-91. #DMG-TS-USA.
- ❑ Simpsons, The: Itchy & Scratchy Miniature Golf Madness** **Acclaim** **\$5/R3**
Developed by Beam Software. Released Nov-94. #DMG-YH-USA.
- ❑ Simpsons, The: Krusty's Funhouse** **Acclaim** **\$4/R2**
Developed by Audiogenic. Released Jan-93. #DMG-FK-USA.
- ❑ Skate or Die: Bad & Rad** **Konami** **\$2/R1**
Released Sep-90. #DMG-SK-USA.
- ❑ Skate or Die: Tour De Thrash** **Electronic Arts** **\$2/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4, 3, and a 3 (Out of 10). Released Jun-91. #DMG-KD-USA.
- ❑ Small Soldiers** **T*HQ** **\$5/R2**
Super Game Boy enhanced. Released Nov-98. #DMG-ASIE-USA.
- ❑ Smurfs, The** **Infogrames** **\$6/R2**

Released Oct-98. #DMG-UF-USA.

- ☐ **Sneaky Snakes** **Tradewest** **\$6/R2**
Developed by Rare. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 5 (Out of 10). Released Jan-91. #DMG-NK-USA.
- ☐ **Snoopy's Magic Show** **Kemco** **\$6/R3**
also known as "Kotobuki System Co. Ltd". Released Oct-90. #DMG-SN-USA.
- ☐ **Snow Brothers** **Capcom** **\$10/R4**
Based on the 1990 Toaplan coin-op. EASTER EGGS: When the title screen appears, hold Left, Down, A and B simultaneously. Press Start to become invincible. Released Jan-92. #DMG-SJ-USA.
- ☐ **Soccer Mania** **Sony** **\$6/R3**
Sports/Soccer. Released Mar-92. #DMG-S8-USA.
- ☐ **Solar Striker** **Nintendo** **\$3/R1 +**
Released Feb-90. #DMG-SS-USA.
- ☐ **Solitaire Fun Pak** **Interplay** **\$15/R4**
Traditional/Card Games. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5 (Out of 10). Released Nov-94. #DMG-UX-USA.
- ☐ **Solomon's Club** **Tecmo** **\$3/R2 +**
Portable version of the NES game Solomon's Key. Released Apr-91. #DMG-SC-USA.
- ☐ **Space Invaders** **Nintendo** **\$5/R1 +**
Based on the 1978 Taito coin-op. Original arcade game designed by Toshihiro Nishikado. Shooter/Fixed-Screen. Super Game Boy enhanced. LANDMARK: The Super Game Boy mode contains the complete Super Nintendo version of the game! PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 4, and a 3 (Out of 10). Released Oct-94. #DMG-SP-USA.
- ☐ **Spanky's Quest** **Natsume** **\$4/R4**
Released Jul-92. #DMG-LM-USA.
- ☐ **Speedball 2** **Mindscape** **\$2/R2**
Developed by Bitmap Brothers. Released Oct-92. #DMG-E2-USA.
- ☐ **Speedy Gonzales** **SunSoft** **\$3/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7 (Out of 10). Released Jul-93. #DMG-G6-USA.
- ☐ **Spider-Man 2** **LJN** **\$5/R1**
Developed by Bits. Released Aug-92. #DMG-ZS-USA.
- ☐ **Spider-Man 3** **LJN** **\$10/R3**
Released Jul-93. #DMG-LQ-USA.
- ☐ **Spider-Man, The Amazing** **LJN** **\$5/R1**
PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7 (Out of 10). Released Jul-90. #DMG-SM-USA.
- ☐ **Spider-Man/X-Men: Arcade's Revenge** **LJN** **\$7/R2**
Developed by Software Creations. Released Dec-93. #DMG-XG-USA.
- ☐ **Spiritual Warfare** **Wisdom Tree** **\$10/R5**
Unlicensed.
- ☐ **Sports Illustrated Championship Football & Baseball** **Malibu** **\$2/R2**
Malibu was a division of T*HQ. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 5 (Out of 10). Released Oct-93. #DMG-QM-USA.

- ☐ **Sports Illustrated for Kids: The Ultimate Triple Dare** **Malibu** **\$5/R3**
Malibu was a division of T*HQ. Released Apr-94. #DMG-U8-USA.
- ☐ **Sports Illustrated Golf Classic** **Malibu** **\$4/R3**
Malibu was a division of T*HQ. Sports/Golf. Super Game Boy enhanced. Released Oct-94. #DMG-AGFE-USA.
- ☐ **Spot: The Cool Adventure** **Virgin** **\$4/R3**
The 7-Up Spots are back, this time is a side scrolling action game. Action/Platform/Scrolling Screen. Released Jan-93. #DMG-CU-USA.
- ☐ **Spot: The Video Game** **Virgin** **\$3/R2**
Developed by Software Creations. The 7-Up Spots in their first portable game, which is somewhat reminiscent of Othello with 512 different playfields. Traditional/Board Game. Released Sep-91. #DMG-S3-USA.
- ☐ **Spud's Adventure** **Atlus** **\$8/R4**
Someone at Atlus must have had a thing for potatoes since this was their second title where the main character was one (Amazing Tater was the other). EASTER EGGS: Enter BANCHOU as your password. A "Map Select" menu will appear. Released Jun-91. #DMG-TV-USA.
- ☐ **Spy vs. Spy** **Kemco** **\$7/R3**
Based on the Mad Magazine characters. also known as "Kotobuki System Co. Ltd". Released Sep-92.
- ☐ **Square Deal** **DTMC** **\$10/R5**
Traditional/Card Games. Released Apr-92. #DMG-CA-USA.
- ☐ **Star Trek Generations: Beyond the Nexus** **Absolute** **\$7/R2**
Super Game Boy enhanced. Released Nov-94. #DMG-ASTE-USA.
- ☐ **Star Trek: 25th Anniversary** **Ultra** **\$8/R3**
Released Feb-92. #DMG-RK-USA.
- ☐ **Star Trek: The Next Generation** **Absolute** **\$7/R2**
EASTER EGGS: Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing Up on the D-pad. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5 (Out of 10). Released Jun-93. #DMG-NU-USA.
- ☐ **Star Wars** **Capcom** **\$4/R1**
Re-released by Nintendo. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6 (Out of 10). Released Nov-92. #DMG-WS-USA.
- ☐ **Star Wars: The Empire Strikes Back** **Capcom** **\$7/R1**
Re-released by UBI Soft. Released Jan-93. #DMG-EB-USA.
- ☐ **Stargate** **Acclaim** **\$5/R3 -**
Released Dec-94. #DMG-AGTE-USA.
- ☐ **Stop that Roach** **Koei** **\$10/R5**
How many games can you think of that has the main objective of eliminating cockroaches? Not many, I'm sure. Released Jul-94. #DMG-HZ-USA.
- ☐ **Street Fighter II** **Nintendo** **\$4/R1 -**
Based on the 1991 Capcom coin-op. Fighting/Tournament Style. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7, and a 6.5 (Out of 10). Released Sep-95. #DMG-ASFE-USA.
- ☐ **Street Racer** **Ubi Soft** **\$3/R3**
Racing/Street Racing. Released Dec-96. #DMG-ASRE-USA.

☐ Sumo Fighter	DTMC	\$5/R4	Day	
Released Mar-93. #DMG-SF-USA.			Released Jan-92. #DMG-TZ-USA.	
☐ Super Battletank: War in the Gulf	Absolute	\$3/R3	☐ T2: The Arcade Game	
Released Apr-94. #DMG-YH-USA.			LJN \$5/R3	
☐ Super Black Bass	Hot-B	\$5/R3	Developed by Bits. Based on the 1991 Bally Midway coin-op. Based on an arcade gun game, so gameplay is rather awkward. The Punisher shows that this type of game could be done better. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6 (Out of 10). Released Nov-92. #DMG-AV-USA.	
Released Nov-98. #DMG-A2BE-USA.			☐ Tail Gator	Natsume \$8/R5
☐ Super Chase HQ	Taito	\$4/R3	Released Jun-91. #DMG-TG-USA.	
PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 5 (Out of 10). Released Jan-94. #DMG-Q2-USA.			☐ TaleSpin	Capcom \$6/R3
☐ Super Hunchback	Ocean	\$5/R4 -	Released Dec-92. #DMG-LS-USA.	
Released Apr-92. #DMG-HN-USA.			☐ Tamagotchi	Bandai \$2/R1 -
☐ Super Mario Land	Nintendo	\$5/R1 +	Bandai covered all their bases by releasing this Game Boy version of their virtual pets. Super Game Boy enhanced. Released Oct-97. #DMG-ATAE-USA.	
Super Mario Land helped insure that the Game Boy launch was a success. Though rather easy to beat and not the most graphical game on the system, the gameplay holds up very well against other Game Boy games. Action/Platform/Scrolling Screen. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Aug-89. #DMG-ML-USA.			☐ Tarzan: Lord of the Jungle	GameTek \$4/R3
			PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 5 (Out of 10). Released Oct-94. #DMG-ZK-USA.	
☐ Super Mario Land 2: 6 Golden Coins	Nintendo	\$5/R1 +	☐ Tasmania Story	FCI \$10/R4
Vastly improved graphics and more of a story than the first Super Mario Land. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8 (Out of 10). Released Nov-92. #DMG-MQ-USA.			FCI stands for "Fujiisankai Communications International". Released Apr-91. #DMG-TA-USA.	
☐ Super Mario Land 3: Wario Land	Nintendo	\$5/R1 +	☐ Taz-Mania	SunSoft \$4/R1
Mario's arch nemesis Wario made his introduction in the last Super Mario Land installment. The sequel to this is Wario Land II, which is a lot shorter than "Super Mario Land 4: Wario Land 2". Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7 (Out of 10). Released Feb-94. #DMG-WJ-USA.			Re-released by T*HQ. Released Sep-94. #DMG-ZT-USA.	
☐ Super Off-Road	Tradewest	\$5/R2	☐ Taz-Mania 2	T*HQ \$5/R3
Based on the 1989 Leland coin-op. Released Nov-92. #DMG-OR-USA.			Released Jan-97. #DMG-ATZE-USA.	
☐ Super R.C. Pro Am	Nintendo	\$3/R1 +	☐ Tecmo Bowl	Tecmo \$2/R1 +
Developed by Rare. Released Oct-91. #DMG-RC-USA.			Based on the 1987 Tecmo coin-op. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and a 4 (Out of 10). Released Sep-91. #DMG-TL-USA.	
☐ Super Scrabble Crossword Game	Milton Bradley	\$12/R3	☐ Teenage Mutant Ninja Turtles 2: Back from the Sewers	Konami \$6/R2 +
Traditional/Board Game. Released Mar-91. #DMG-SR-USA.			PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 3, and a 3 (Out of 10). Released Dec-91. #DMG-TT-USA.	
☐ Super Star Wars: Return of the Jedi	Black Pearl	\$5/R1	☐ Teenage Mutant Ninja Turtles 3: Radical Rescue	Konami \$8/R3
Black Pearl was a division of T*HQ. Super Game Boy enhanced. Released Nov-95. #DMG-ARJE-USA.			Released Nov-93. #DMG-K8-USA.	
☐ Superman	Titus	\$10/R2	☐ Teenage Mutant Ninja Turtles: Fall of Foot Clan	Ultra \$3/R1 +
Super Game Boy enhanced. Released Dec-97. #DMG-ASME-USA.			EASTER EGGS: At the "Configuration" menu, press Select + A + B; a new "?" option will appear. Choose it to play any of three different bonus games. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8 (Out of 10). Released Aug-90. #DMG-NT-USA.	
☐ Swamp Thing	T*HQ	\$8/R4	☐ Tennis	Nintendo \$2/R1
Released Oct-92.			Sports/Tennis. LANDMARK: This was a launch title in the US. Released Aug-89. #DMG-TN-USA.	
☐ Sword of Hope	Kemco	\$5/R2	☐ Tesserae	GameTek \$3/R3
also known as "Kotobuki System Co. Ltd". Released Jun-91. #DMG-SE-USA.			Developed by Eurocom. Released Aug-93. #DMG-ER-USA.	
☐ Sword of Hope 2	Kemco	\$10/R4	☐ Tetris	Nintendo \$3/R1 +
also known as "Kotobuki System Co. Ltd". PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 4 (Out of 10). Released Sep-96. #DMG-SI-USA.			This world-popular game was originally designed for computers, was eventually created for nearly every home console, and was even converted to a coin-op by Atari Games in 1988. Nintendo's decision to pack Tetris in with the system made the Game Boy an instant hit. This game was a pack-in for the original Game Boy. Puzzle/Action. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8,	
☐ T2: Terminator 2 Judgment Day	LJN	\$3/R2		

and a 7 (Out of 10). Released Aug-89. #DMG-TR-USA.

□ Tetris 2 Nintendo \$6/R1

a.k.a. Tetris Flash (Japan)

Puzzle/Action. Released Dec-93. #DMG-EH-USA.

□ Tetris Attack Nintendo \$6/R1

A good puzzle game but has nothing to do with Tetris other than Nintendo milking their license. Puzzle/Action. Super Game Boy enhanced. Released Aug-96. #DMG-AYLE-USA.

□ Tetris Blast Nintendo \$10/R3

Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 7 (Out of 10). Released Jan-96. #AMG-A5BE-USA.

□ Tetris Plus Nintendo \$10/R2

Based on the 1990 Jaleco coin-op. Puzzle/Action. Super Game Boy enhanced. Released Aug-97. #DMG-ATRE-USA.

□ Tiny Toon Adventures: Babs' Big Break Konami \$4/R2

Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released Feb-92. #DMG-TX-USA.

□ Tiny Toon Adventures: Monty's Movie Madness Konami \$4/R2

Action/Platform/Scrolling Screen. EASTER EGGS: To practice the bonus games, go to the main menu and hold Down + B and press START; a "Sub Game Select" menu will appear. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7 (Out of 10). Released Nov-93. #DMG-TB-USA.

□ Tiny Toon Adventures: Wacky Sports Challenge Konami \$8/R3

Released Dec-94. #DMG-ED-USA.

□ Titus the Fox Titus \$5/R4

Titus shows how NOT to treat a mascot character. Released Jun-93. #DMG-FO-USA.

□ Tom & Jerry Hi-Tech Express \$5/R3

Released Oct-92. #DMG-JY-USA.

□ Tom & Jerry: Frantic Antics Hi-Tech Express \$5/R4

Developed by Altron. Released Oct-93. #DMG-J8-USA.

□ Top Gun: Guts & Glory Konami \$8/R3

PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and a 4 (Out of 10). Released Jan-93. #DMG-GN-USA.

□ Top Rank Tennis Nintendo \$5/R3

Sports/Tennis. Released May-93. #DMG-XT-USA.

□ Torpedo Range Romstar \$8/R3

Released Sep-96. #DMG-TE-USA.

□ Total Carnage Malibu \$6/R4

Based on the 1991 Midway coin-op. Malibu was a division of T*HQ. Released Feb-94. #DMG-N8-USA.

□ Toxic Crusaders Bandai \$8/R5

Released Sep-92.

□ Toy Story (Disney's) Black Pearl \$6/R1

Black Pearl was a division of T*HQ. Super Game Boy enhanced. Released May-96. #DMG-AQHE-USA.

□ Track & Field Konami \$4/R2

Based on the 1983 Konami coin-op. Sports/Multi-Sports. Released Sep-92. #DMG-KH-USA.

□ Track Meet Interplay \$5/R3

Sports/Multi-Sports. Released 1992. #DMG-TM-USA.

□ Trax HAL America \$4/R3

Developed by HAL Labs. Released Sep-91. #DMG-TP-USA.

□ True Lies Acclaim \$2/R4

Released Feb-95. #DMG-ATLE-USA.

□ Tumble Pop Data East \$8/R4

Released Mar-93. #DMG-T6-USA.

□ Turn & Burn: The F-14 Dogfight Simulator Absolute \$3/R2

Released May-92. #DMG-UR-USA.

□ Turok: Battle of the Bionosaurs Acclaim \$3/R2

Released Dec-97. #DMG-ATUE-USA.

□ Turrican Accolade \$4/R3

EASTER EGGS: At the options screen, press A, B, B, A, B, A, A, B, A, A, B, A, B, A, A, then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.) Released Sep-91. #DMG-TQ-USA.

□ Ultima: Runes of Virtue FCI \$3/R3

FCI stands for "Fujisankei Communications International". Released Jul-92. #DMG-UT-USA.

□ Ultima: Runes of Virtue II FCI \$4/R4

FCI stands for "Fujisankei Communications International". Released Mar-94. #DMG-U2-USA.

□ Ultra Golf Konami \$3/R3

Sports/Golf. Released Mar-92. #DMG-KG-USA.

□ Universal Soldier Accolade \$5/R4

Released Dec-92. #DMG-UD-USA.

□ Urban Strike: The Sequel to T*HQ \$5/R2

Super Game Boy enhanced. Released Nov-96. #DMG-AUSE-USA.

□ Vegas Stakes Nintendo \$4/R3

Traditional/Casino Game. Super Game Boy enhanced. Released Dec-95. #DMG-AVSE-USA.

□ Wario Blast featuring Bomberman Nintendo \$4/R2 +

Puzzle/Action. Super Game Boy enhanced. Released Nov-94. #DMG-EE-USA.

□ Wario Land II Nintendo \$8/R1 +

Action/Platform/Scrolling Screen. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8.5, and a 8 (Out of 10). Released Mar-98. #DMG-AW2E-USA.

□ Wave Race Nintendo \$3/R1

Released Jul-92. #DMG-WA-USA.

□ Wayne's World T*HQ \$5/R4

Released Nov-93. #DMG-WN-USA.

□ WCW: The Main Event FCI \$5/R5

FCI stands for "Fujisankei Communications International". Fighting/Wrestling. Released Feb-94. #DMG-W8-USA.

□ We're Back! A Dinosaur's Tale Hi-Tech Express \$5/R4

Released Oct-93. #DMG-A6-USA.

□ Wheel of Fortune GameTek \$4/R2

Traditional/Game Show. Released Sep-90. #DMG-WF-USA.

□ Who Framed Roger Rabbit? Capcom \$5/R3

Re-released by SunSoft. Released Nov-91. #DMG-RR-USA.

- ☐ **WildSnake** **Spectrum Holo** **\$4/R3**
Super Game Boy enhanced. Released Sep-94. #DMG-AWSE-USA.
- ☐ **Winter Olympics: Lillehammer '94** **US Gold** **\$5/R5**
Sports/Multi-Sports. Released Jan-94. #DMG-YG-USA.
- ☐ **World Zap** **Jaleco** **\$10/R5**
Puzzle/Word Game. Released Sep-92. #DMG-WZ-USA.
- ☐ **Wordtris** **Spectrum Holo** **\$7/R4**
Developed by Realtime Associates. Puzzle/Word Game. Released Nov-92. #DMG-WT-USA.
- ☐ **World Bowling** **Romstar** **\$6/R3**
Sports/Bowling. Released Apr-90. #DMG-WB-USA.
- ☐ **World Circuit Series** **Ultra** **\$7/R4**
Released Mar-92. #DMG-FZ-USA.
- ☐ **World Cup '98** **T*HQ** **\$8/R3**
Sports/Soccer. Super Game Boy enhanced. Released Jun-98. #DMG-ABWE-USA.
- ☐ **World Heroes 2 Jet** **Takara** **\$8/R4**
Based on the 1994 SNK/ADK coin-op. Fighting/Tournament Style. Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 7 (Out of 10). Released Aug-95. #DMG-AWJE-USA.
- ☐ **WWF King of the Ring** **LJN** **\$2/R3**
Fighting/Wrestling. Released Sep-94. #DMG-WP-USA.
- ☐ **WWF Raw** **LJN** **\$2/R2**
Fighting/Wrestling. Released Dec-94. #DMG-AWFE-USA.
- ☐ **WWF Superstars** **LJN** **\$3/R1**
Based on the 1989 Technos coin-op. Fighting/Wrestling. Released Apr-91. #DMG-LW-USA.
- ☐ **WWF Superstars 2** **LJN** **\$3/R1**
Fighting/Wrestling. Released Aug-92. #DMG-WX-USA.
- ☐ **WWF War Zone** **Acclaim** **\$4/R2**
Fighting/Wrestling. Super Game Boy enhanced. Released Jun-98. #DMG-AWWE-USA.
- ☐ **Xenon 2** **Mindscape** **\$5/R4**
Developed by Bitmap Brothers. Released Oct-92. #DMG-X2-USA.
- ☐ **Yogi Bear's Gold Rush** **GameTek** **\$5/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 5, and a 3 (Out of 10). Released Oct-94. #DMG-YG-USA.
- ☐ **Yoshi** **Nintendo** **\$5/R1**
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6 (Out of 10). Released Jul-92. #DMG-YO-USA.
- ☐ **Yoshi's Cookie** **Nintendo** **\$7/R1**
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6 (Out of 10). Released Apr-93. #DMG-CI-USA.
- ☐ **Zen: Intergalactic Ninja** **Konami** **\$4/R4**
PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 4 (Out of 10). Released 1993. #DMG-ZN-USA.
- ☐ **Zool: Ninja of the Nth Dimension** **GameTek** **\$6/R4**
Developed by Gremlin Interactive. Released 1994. #DMG-ZG-USA.
- ☐ **Zoop** **Viacom** **\$5/R4**
Super Game Boy enhanced. #DMG-AZPE-USA.

Total # of items in this section: **520**

RUMOR MILL

- ☐ **4 in 1 Fun Pack Volume III** **Interplay** **\$0/R0**
Listed as "coming soon" in 4 in 1 Fun Pack Volume II manual.
 - ☐ **4 in 1 Fun Pack Volume IV** **Interplay** **\$0/R0**
Listed as "coming soon" in 4 in 1 Fun Pack Volume II manual.
 - ☐ **Battle of Olympus** **Unknown** **\$0/R0**
Developed by Radical Entertainment. Port of the NES game released by Broderbund. The ROM file is floating around the net and appears to be complete.
 - ☐ **Beethoven** **Hi-Tech Express** **\$0/R0**
Developed by Unexpected Development. The ROM floating around appears to be incomplete though it doesn't appear that any amount of work would have saved this title based on the early '90s movies.
 - ☐ **Bomb Jack** **Infogrames** **\$0/R0**
Port of the mid '80s Tecmo arcade game. ROM appears to be complete and is faithful to the original.
 - ☐ **Boulder Dash** **JVC** **\$0/R0**
Developed by Beam Software. JVC released the NES version of this game but the Game Boy version never made it out the door.
- Total # of items in this section: **6**
- Total # of items in all: **526**

HISTORICAL NOTES

Launched in the USA 1989. Original retail price: \$109.

TECHNICAL NOTES

Processor: Z80GB (8-bit)
 Processor Speed: 4.194304 MHz
 Resolution: 160 x 144
 Screen Size: 2.6"
 Colors: 4 colors (static)
 Memory: 8K RAM
 Video Memory 8K RAM
 Sprites: 40@8 x 8 or 8 x 16
 Sound: 4 channel stereo
 Game Media: Cartridges

Section written and maintained by Mike Etler. Edited by Joe Santulli.

Game Release Notes: The prices and rarities listed herein assume "loose" cartridges only. As always, rate higher for manual, box, complete, or even sealed titles.

U.S. GAME RELEASES

- 007: The World is Not Enough Electronic Arts \$5/R2
Developed by 2n. Released Sep-01. #CGB-B07E-USA.
- 10 Pin Bowling Majesco \$8/R3
Developed by Morning Star Multimedia. Rumble Cartridge. Released Aug-99. #CGB-VP9E-USA.
- 102 Dalmatians: Puppies to the Rescue (Disney's) Activision \$4/R1
Developed by Digital Eclipse. Released Dec-00. #CGB-B99E-USA.
- 1942 Capcom \$7/R4
Developed by Digital Eclipse. Based on the 1984 Capcom coin-op. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released May-00. #CGB-AQ4E-USA.
- 3D Ultra Pinball: Thrillride Sierra \$10/R4
Developed by Left Field Productions. Rumble Cartridge. Traditional/Video Pinball. PERIODICALS: Electronic Gaming Monthly gave this game a 3 (Out of 10). Released Dec-00. #CGB-VUPE-USA.
- 720 Midway \$4/R2
Developed by Digital Eclipse. Based on the 1986 Atari coin-op. Game Boy black & white compatible. Released Mar-99. #DMG-AA7E-USA.
- Action Man: Search for Base X T*HQ \$5/R2
Developed by Natsume. EASTER EGGS: Enter the password "7 1 B 1" to unlock all of the game's stages. Released Feb-01. #CGB-BAXE-USA.
- Adventures of Elmo in Grouchland, The NewKidCo \$7/R2
Game Boy black & white compatible. Released Oct-99. #DMG-AELE-USA.
- Air Force Delta Konami \$8/R3
a.k.a. Deadly Skies (UK)
Released Nov-00. #CGB-BDLE-USA.
- Aladdin (Disney's) Ubi Soft \$7/R2
Developed by Crawford. Based on the 1992 Walt Disney animated movie. Released Nov-00. #CGB-BADE-USA.
- Alice in Wonderland (Disney's) Nintendo \$7/R3
Developed by Digital Eclipse. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (Out of 10). Released Sep-00. #CGB-AIWE-USA.
- Aliens: Thanatos Encounter T*HQ \$4/R2
Developed by Crawford. Released Mar-01. #CGB-BAEE-USA.
- All-Star Baseball 2000 Acclaim \$4/R2
Developed by Realtime Associates. Released May-99. #CGB-AA2E-USA.
- All-Star Baseball 2001 Acclaim \$5/R2
Developed by KnowWonder. PERIODICALS: Electronic Gaming

Monthly gave this game a 6.5 (Out of 10). Released Jun-00. #CGB-BAEE-USA.

- Alone In The Dark: The New Nightmare Infogrames \$3/R2
Developed by Dark Works. Released Jun-01. #CGB-BIDE-USA.
- Animorphs Ubi Soft \$7/R2
PERIODICALS: Electronic Gaming Monthly gave this game a 5 (Out of 10). Released Nov-00. #CGB-BAME-USA.
- Antz Infogrames \$4/R2
Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released Oct-99. #DMG-ANXE-USA.
- Antz Extreme Racing Acclaim \$6/R4
Developed by RFX Interactive. Released Jun-01.
- Arcade Hits Joust & Defender Midway \$5/R2
Developed by Digital Eclipse. Game Boy black & white compatible. Released Mar-99. #DMG-AADE-USA.
- Arcade Hits Moon Patrol & Spy Hunter Midway \$5/R2
Developed by Digital Eclipse. Game Boy black & white compatible. EASTER EGGS: For unlimited lives in Moon Patrol, go to the title screen and press Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A; you'll hear a signal to confirm the code. Released May-99. #DMG-ADUE-USA.
- Armada F/X Racers Metro3D \$4/R4
Critically panned, this title sold poorly and even with a low production run you will find it easier to find a new copy than a used one. Released Sep-00. #CGB-BARE-USA.
- Armorines: Project S.W.A.R.M. Acclaim \$3/R1
Released Dec-99. #CGB-AOXE-USA.
- Army Men 3DO \$5/R2
Developed by Digital Eclipse. Released Feb-00. #CGB-AVCE-USA.
- Army Men 2 3DO \$5/R2
Developed by Digital Eclipse. Released Feb-00. #CGB-BAZE-USA.
- Army Men: Air Combat 3DO \$5/R2
Developed by Fluid Studios. Released Nov-00. #CGB-BATE-USA.
- Army Men: Sarge's Heroes 2 3DO \$5/R2
Developed by GameBrains. Released Nov-00. #CGB-BSHE-USA.
- Arthur's Absolutely Fun Day Mattel Interact \$5/R3
Developed by Ed Magnin & Associates. Released Sep-00. #CGB-BFDE-USA.
- Asteroids Activision \$5/R1
Developed by Syrox Developments. Based on the 1979 Atari coin-op. Game Boy black & white compatible. EASTER EGGS: To unlock Classic Asteroids, enter password "Q R T R E A T R". The game will appear in the main menu. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Sep-99. #DMG-AAAE-USA.
- Atlantis: The Lost Empire T*HQ \$6/R2
(Disney's)
Developed by Eurocom. EASTER EGGS: At the copyright screen that appears when you first turn the game on, quickly press Right, Up, B, B, A, B, A, Left, Left: a stage-select menu will appear. Released Jun-01. #CGB-BADE-USA.
- ATV Racing Rocket Games \$5/R5
Unlicensed game from a division of Datel, the company behind the

- Action Replay. ATV Racing looks and plays very much like RC Pro Am with nine different tracks and three "themes" (desert, grassy & snowy). All of the Rocket Games releases are in custom black cartridge cases.
- ☐ **Austin Powers: Oh Behave!** **Rockstar Games** **\$5/R2**
Developed by Tarantula Studios. Released Sep-00. #CGB-BAPE-USA.
- ☐ **Austin Powers: Welcome to My Underground Lair!** **Rockstar Games** **\$5/R2**
Developed by Tarantula Studios. EASTER EGGS: Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press B; a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also: If you enter the code "125CC", Dr. Evil will move much faster in the "Mojo Maze" game. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 2, and a 1 (Out of 10). Released Sep-00. #CGB-BAPE-USA.
- ☐ **Azure Dreams** **Konami** **\$6/R2**
Game Boy black & white compatible. Released Feb-00. #DMG-AAZE-USA.
- ☐ **Babe and Friends** **Crave** **\$6/R3**
Developed by IMS Productions. Game Boy black & white compatible. Released Nov-99. #DMG-AVAE-USA.
- ☐ **Ballistic** **Infogrames** **\$5/R3**
Developed by Mitchell Corporation. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Nov-99. #DMG-ALIE-USA.
- ☐ **Barbie Fashion Pack Games** **Mattel Interact** **\$12/R4**
Game Boy black & white compatible. Released Sep-00. #DMG-BFPE-USA.
- ☐ **Barbie Magic Genie Adventure** **Mattel Interact** **\$12/R4**
Released Nov-00. #CGB-BMCE-USA.
- ☐ **Barbie Ocean Discovery** **Mattel Interact** **\$10/R3**
Game Boy black & white compatible. Released May-99. #DMG-ADYE-USA.
- ☐ **Barbie Pet Rescue** **Mattel Interact** **\$15/R4**
Released Sep-01.
- ☐ **Bass Masters Classic** **T*HQ** **\$2/R2**
Developed by Natsume. Game Boy black & white compatible. Released Nov-99. #DMG-AQME-USA.
- ☐ **Batman Beyond: Return of the Joker** **Ubi Soft** **\$6/R2**
a.k.a. Batman of the Future: Return of the Joker (UK)
Developed by Kemco. Released Nov-00. #CGB-BTKE-USA.
- ☐ **Batman: Chaos in Gotham** **Ubi Soft** **\$10/R3**
Developed by Digital Eclipse. PERIODICALS: Electronic Gaming Monthly gave this game a 5 (Out of 10). Released Mar-01. #CGB-BBBE-USA.
- ☐ **Battleship** **Majesco** **\$6/R2**
In typical Majesco fashion, this is the original Game Boy game with some color enhancements. Game Boy black & white compatible. Released Jan-99. #DMG-AIPE-USA.
- ☐ **BattleTanx** **3DO** **\$5/R2**
Developed by Lucky Chicken. Released Mar-00. #CGB-AVNE-USA.
- ☐ **Bear in the Big Blue House** **Ubi Soft** **\$12/R3**
#CGB-BBTE-USA.
- ☐ **Beauty and the Beast: A Board Game Adventure** **Nintendo** **\$10/R3**
Developed by Left Field Productions. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Oct-99. #DMG-AVUE-USA.
- ☐ **Billy Bob's Huntin' -n- Fishin'** **Midway** **\$7/R2**
Developed by Saffire. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5 (Out of 10). Released Nov-99. #CGB-AHZE-USA.
- ☐ **Bionic Commando: Elite Forces** **Nintendo** **\$5/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7.5, 7.5, and a 7 (Out of 10). Released Jan-00. #CGB-AV4E-USA.
- ☐ **Black Bass Lure Fishing** **Majesco** **\$4/R2**
Developed by Hot B. Game Boy black & white compatible. Released May-99. #DMG-ALFE-USA.
- ☐ **Blade** **Activision** **\$3/R2**
Developed by HAL Corp. PERIODICALS: Electronic Gaming Monthly gave this game a 3 (Out of 10). Released Dec-00. #CGB-BLEE-USA.
- ☐ **Blaster Master: Enemy Below** **SunSoft** **\$8/R3**
Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6.5, and a 2 (Out of 10). Released Aug-00. #DMG-AEHE-USA.
- ☐ **Blue's Clues: Blue's Alphabet Book** **Mattel Interact** **\$10/R3**
Released Jan-01. #CGB-BALE-USA.
- ☐ **Boarder Zone** **Infogrames** **\$4/R2**
Developed by Software Creations. Released Dec-99. #CGB-AXWE-USA.
- ☐ **Bob the Builder: Fit it Fun!** **T*HQ** **\$12/R2**
Released Sep-01. #CGB-BOBE-USA.
- ☐ **Bombberman Max: Challenger Red Version** **Vatical** **\$7/R2**
Developed by Hudson Soft. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released May-00. #CGB-A7BE-USA.
- ☐ **Bombberman Max: Champion Blue Version** **Vatical** **\$7/R2**
Developed by Hudson Soft. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released May-00. #CGB-A8BE-USA.
- ☐ **Bombberman Quest** **Electro Brain** **\$7/R3**
Developed by Hudson Soft. Game Boy black & white compatible and Super Game Boy enhanced. Released Nov-99. #DMG-AVQE-USA.
- ☐ **Buffy the Vampire Slayer** **T*HQ** **\$15/R3**
Developed by GameBrains. PERIODICALS: Electronic Gaming Monthly gave this game a 2.5 (Out of 10). Released Sep-00. #CGB-BVSE-USA.
- ☐ **Bugs Bunny in Crazy Castle 3** **Nintendo** **\$8/R2**
Developed by Kemco. Game Boy black & white compatible. Released Jan-99. #DMG-AB6E-USA.
- ☐ **Bugs Bunny in Crazy Castle 4** **Kemco** **\$8/R3**
also known as "Kotobuki System Co. Ltd". Released Jul-00. #CGB-AO4E-USA.
- ☐ **Bug's Life, A (Disney/PIXAR)** **T*HQ** **\$8/R1 -**
Developed by Tiertex Ltd. Game Boy black & white compatible and Super Game Boy enhanced. Released Dec-98. #DMG-APXE-USA.
- ☐ **Bust-a-Move 4** **Acclaim** **\$8/R3**

Developed by Crawfish. Game Boy black & white compatible.
Released Jun-99. #DMG-AA4E-USA.

- Bust-a-Move Millennium** **Acclaim** **\$10/R3**
Developed by Taito. EASTER EGGS: At the title screen - while the words "press start" are flashing - press B, A, B, Down. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu. Released Oct-00. #CGB-BANE-USA.
- Buzz Lightyear of Star Command, (Disney/Pixar's)** **Activision** **\$7/R2**
Developed by Traveller's Tales. EASTER EGGS: Enter the password "8 V V B B" to gain access to Planet Z and all of the preceding levels. Released Nov-00. #CGB-BUZE-USA.
- Caesars Palace II** **Interplay** **\$3/R4**
Developed by Runecraft. Released Jul-99. #CGB-AI2E-USA.
- Cannon Fodder** **Codemasters** **\$10/R4**
The US release was very limited compared to the widely available European release. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Dec-00. #CGB-BCFE-USA.
- Carmageddon** **Titus** **\$3/R3**
Developed by SCI Entertainment. Another title that sold poorly and is easier to find new than used. PERIODICALS: Electronic Gaming Monthly gave this game a 3 (Out of 10). Released Apr-00. #CGB-AKWE-USA.
- Casper** **Interplay** **\$6/R3**
Released May-00. #CGB-AF9E-USA.
- Catwoman** **Kemco** **\$5/R3**
also known as "Kotobuki System Co. Ltd". Released Dec-99. #CGB-A3CE-USA.
- Catz** **Mindscape** **\$8/R4**
Developed by Saffire. This one time popular PC novelty was ported to Game Boy in an attempt to latch on to the virtual pet craze. Also see Dogz, it's canine counterpart. Released Dec-99. #CGB-AZCE-USA.
- Centipede** **Majesco** **\$8/R2**
Based on the 1980 Atari coin-op. Original arcade game designed by Donna Bailey. Game Boy black & white compatible. Released Nov-98. #DMG-AC5E-USA.
- Championship Motocross 2001 Featuring Ricky Carmichael** **T*HQ** **\$2/R2**
Developed by Tiertex Ltd. Released Oct-00. #CGB-BCME-USA.
- Chase HQ: Secret Police** **Metro3D** **\$4/R2**
Developed by Taito. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released Sep-99. #DMG-AH9E-USA.
- Chessmaster, The** **Mindscape** **\$8/R3**
Developed by Park Place Productions. Game Boy black & white compatible. Released Mar-99. #DMG-AC9E-USA.
- Chicken Run** **T*HQ** **\$7/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released Nov-00. #CGB-BCKE-USA.
- Classic Bubble Bobble** **Metro3D** **\$15/R5**
Developed by Taito. Game Boy black & white compatible and Super Game Boy enhanced. Released Nov-99. #DMG-AVWE-USA.
- Commander Keen** **Activision** **\$5/R3**

Developed by David A Palmer Productions. Released May-01.
#CGB-BCBE-USA.

- Conker's Pocket Tales** **Nintendo** **\$4/R1**
Developed by Rare. Before becoming the "bad boy" of the Nintendo 64 scene, Conker started as a mascot character in this more "kiddy friendly" game. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Jun-99. #DMG-ACRE-USA.
- Croc** **T*HQ** **\$5/R2**
Released Jun-00. #CGB-BCRE-USA.
- Croc 2** **T*HQ** **\$10/R2**
Developed by Natsume. Released Jan-01. #CGB-BK2E-USA.
- Cruis'n Exotica** **Midway** **\$4/R2**
Developed by Crawfish. Based on the 1999 Midway coin-op. Released Nov-00. #CGB-BXOE-USA.
- Crystalis** **Nintendo** **\$8/R3 -**
One of the many games ported from the 8 Bit NES to the Game Boy Color. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, and a 6.5 (Out of 10). Released Jun-00. #CGB-AJYE-USA.
- Cubix Robots for Everyone: Race'n Robots** **3DO** **\$4/R1**
Released Nov-01. #CGB-BCXE-USA.
- CyberTiger** **Electronic Arts** **\$3/R3**
Developed by Xantera. Fantasy golf with Tiger Woods. Fortunately, EA learned their lesson and stuck with the PGA Tour series after this. At least it was a golf game and not a one-on-one fighter or action game starring Mr. Woods, ala Shaq-Fu and Chaos in the Windy City. Released Nov-00. #CGB-BCTE-USA.
- Daffy Duck: Fowl Play** **SunSoft** **\$8/R4**
Game Boy black & white compatible. Released Dec-99. #DMG-AD7E-USA.
- Dave Mirra Freestyle BMX** **Acclaim** **\$2/R2**
Developed by Neon Studios. PERIODICALS: Electronic Gaming Monthly gave this game a 9 (Out of 10). Released Nov-00. #CGB-BMXE-USA.
- Deer Hunter** **Vatical** **\$4/R3**
Developed by Morning Star Multimedia. Released Dec-99. #CGB-AXHE-USA.
- Deja Vu I & II: The Casebooks of Ace Harding** **Vatical** **\$8/R3**
Released Dec-99. #CGB-ADTE-USA.
- Dexter's Laboratory: Robot Rampage** **bam!** **\$6/R2**
Developed by Taito. EASTER EGGS: At the title screen - while the words "Push Start" are flashing - press the A button and the B button ten times each, then press Select; you'll hear a sound to confirm the code. Now you can choose the Super Robot at the character-select screen. Released Jan-01. #CGB-BROE-USA.
- Dinosaur (Disney's)** **Ubi Soft** **\$8/R2**
Developed by Digital Eclipse. Released May-00. #CGB-BDNE-USA.
- Diva Starz Mall Mania** **Vivendi** **\$4/R4**
Released Nov-01. #CGB-BD8E-USA.
- Dogz** **Mindscape** **\$10/R4**
Developed by Saffire. This one time popular PC novelty was ported to Game Boy in an attempt to latch on to the virtual pet craze. Also see Catz, it's feline counterpart. Released Dec-99. #CGB-AOZE-USA.
- Donald Duck Goin' Quackers** **Ubi Soft** **\$5/R3**

(Disney's)

PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Oct-00. #CGB-BQAE-USA.

- Donkey Kong Country** **Nintendo** **\$6/R1**
Developed by Rare. As impressive as Donkey Kong Land was for the original Game Boy, Rare pushed the envelope further with this amazing port of the Super Nintendo game of the same name. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 6.5, and a 5.5 (Out of 10). Released Nov-00. #CGB-BDUE-USA.
- Doug's Big Game (Disney's)** **NewKidCo** **\$4/R2**
Released Dec-00. #CGB-BDUE-USA.
- Dracula: Crazy Vampire** **Dreamcatcher** **\$5/R4**
Though it saw limited release, new copies are still available if you look hard enough. Released Oct-01. #CGB-BUAE-USA.
- Dragon Ball Z: Legendary Super Warriors** **Infogrames** **\$5/R1**
Released Nov-02. #CGB-BBZE-USA.
- Dragon Dance** **Crave** **\$5/R4**
Developed by Natsume. Breakout clone that's not up to par with the Arkanoid games. Limited distribution makes it harder to find but it doesn't sell for much. Game Boy black & white compatible. Released Aug-00. #DMG-BDAE-USA.
- Dragon Tales: Dragon Adventures** **NewKidCo** **\$10/R4**
Released Nov-01.
- Dragon Tales: Dragon Wings** **NewKidCo** **\$10/R3**
Released Dec-00. #CGB-BDZE-USA.
- Dragon Warrior I & II** **Enix** **\$12/R1 +**
Part of the first two Dragon Warrior NES games. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 8.5, and a 7 (Out of 10). Released Sep-00. #DMG-AEDE-USA.
- Dragon Warrior III** **Enix** **\$14/R2 +**
The third installment of the NES series. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Jul-01. #CGB-BD3E-USA.
- Dragon Warrior Monsters** **Eidos** **\$5/R1**
Developed by Enix. Game Boy black & white compatible and Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7.5, and a 7 (Out of 10). Released Jan-00. #DMG-AWQE-USA.
- Dragon Warrior Monsters 2: Cobi's Journey** **Enix** **\$10/R2**
Game Boy black & white compatible. Released Sep-01. #DMG-BQLE-USA.
- Dragon Warrior Monsters 2: Tara's Adventure** **Enix** **\$10/R2**
Game Boy black & white compatible. Released Sep-01. #DMG-BQIE-USA.
- Dragon's Lair** **Capcom** **\$8/R3 +**
Developed by Digital Eclipse. Based on the 1983 Cinematronics coin-op. This was the first blockbuster of the genre, though it wasn't the first game in the genre (that distinction is given to Sega's coin-op Astron Belt). Dragon's Lair is strictly a game of memorization, as there is a very linear sequence of events required to guide Dirk the Daring through the castle. The highlight is the animation, courtesy of Don Bluth, John Pomeroy, and Gary Goldman. Digital Eclipse did the impossible with this game, they managed to squeeze the look and feel of the laserdisc arcade game into the confines of a Game Boy Color cartridge. PERIODICALS: Electronic Gaming Monthly gave

this game a 6.5 (Out of 10). Released Feb-01. #CGB-BDUE-USA.

- Driver: You are the Wheelman** **Infogrames** **\$4/R1**
Developed by Crawford. Released Apr-00. #CGB-BDRE-USA.
- Duke Nukem** **GT Interactive** **\$6/R2**
Developed by Torus Games. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (Out of 10). Released Sep-99. #CGB-ADIE-USA.
- Dukes of Hazzard, The: Racing for Home** **SouthPeak** **\$5/R2**
Developed by Spellbound. Released Nov-00. #CGB-BDCE-USA.
- E.T. and the Cosmic Garden** **NewKidCo** **\$5/R4**
#CGB-BE0E-USA.
- E.T. Digital Companion** **NewKidCo** **\$2/R3**
Developed by Powerhead. Forged from the same mold that created Mary-Kate & Ashley: Pocket Planner, this title is a mini PDA with a handful of mini games. Nothing spectacular and a very poor seller, new copies were still being blown out at retailers three years after release. Released Dec-01. #CGB-BETE-USA.
- E.T.: Escape from Planet Earth** **NewKidCo** **\$8/R4**
Released Dec-01.
- Earthworm Jim Menace 2 the Galaxy** **Crave** **\$4/R3**
Developed by IMS Productions. Game Boy black & white compatible. Released Nov-99. #DMG-AEBE-USA.
- ECW Hardcore Revolution** **Acclaim** **\$2/R3**
Developed by Crawford. Released Feb-00. #CGB-BECE-USA.
- Elmo's 123s** **NewKidCo** **\$10/R3**
Game Boy black & white compatible. Released Mar-99. #DMG-AE3E-USA.
- Elmo's ABCs** **NewKidCo** **\$8/R3**
Developed by Bonsai Entertainment. Game Boy black & white compatible. Released Mar-99. #DMG-AEAE-USA.
- Emperor's New Groove, The** **Ubi Soft** **\$9/R3**
(Disney's)
PERIODICALS: Electronic Gaming Monthly gave this game a 5 (Out of 10). Released Dec-00. #CGB-BENE-USA.
- ESPN International Track and Field** **Konami** **\$4/R3**
Released Sep-00. #CGB-B3HE-USA.
- ESPN National Hockey Night** **Konami** **\$5/R4**
Released Feb-01. #CGB-BT4E-USA.
- Evel Knievel** **Rockstar Games** **\$5/R3**
Developed by Tarantula Studios. Some 23 years after retiring, Evel Knievel was revived in this early Rockstar game. Game Boy black & white compatible. Released Dec-99. #DMG-AEVE-USA.
- Extreme Sports with the Berenstein Bears** **Sound Entertain** **\$6/R3 -**
Developed by Ed Magnin & Associates. Released Dec-00.
- F1 World Grand Prix II** **Tommo** **\$8/R4**
Developed by Video System. Released Dec-00. #CGB-BF2E-USA.
- F-18 Thunder Strike** **Majesco** **\$5/R3**
Developed by Morning Star Multimedia. Released May-00. #CGB-B18E-USA.
- FIFA 2000** **Electronic Arts** **\$8/R4**
Developed by Tiertex Ltd. A surprisingly low print run for an

Electronic Arts sports franchise makes this one a little hard to track down. Game Boy black & white compatible. Released Jan-00.
#DMG-AFOE-USA.

**Flintstones, The: Burgertime Electro Source \$10/R5
In Bedrock**

In a surprise twist, instead of porting Burgertime Deluxe from the NES to Game Boy Color directly, the Flintstones license was attached. Other than graphic changes, everything else is pretty much intact. Released Jun-01. #CGB-BFSE-USA.

Force 21 RedStorm \$6/R4

PERIODICALS: Electronic Gaming Monthly gave this game a 4 (Out of 10). Released Dec-00. #CGB-BFCE-USA.

Formula One 2000 Take2 Interact \$10/R5

Very difficult to track down title. You can score an occasional new copy online and used copies are even less frequently offered.
#CGB-BFME-USA.

Frogger Majesco \$6/R2

Developed by Morning Star Multimedia. Based on the 1981 Sega coin-op. Game Boy black & white compatible. Released Dec-99.
#DMG-AFRE-USA.

**Frogger 2: Swampy's Majesco \$6/R2
Revenge**

PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Sep-00. #CGB-BHZE-USA.

Galaga: Destination Earth Majesco \$8/R3 -

Developed by Hasbro Interactive. One of the many Hasbro developed "updates" of '80s arcade games. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Sep-00. #CGB-BGGE-USA.

Game & Watch Gallery 2 Nintendo \$5/R1 +

Includes original and enhanced version of the Game & Watch games Parachute, Helmet, Chef, Vermin & Donkey Kong. Game Boy black & white compatible. Released Nov-98. #DMG-AGLE-USA.

Game & Watch Gallery 3 Nintendo \$5/R1 +

Includes original and enhanced version of the Game & Watch games Egg, Turtle Bridge, Green House, Mario Bros & Donkey Kong Jr. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Dec-99.
#DMG-AGQE-USA.

Gex 3: Deep Pocket Gekko Eidos \$5/R2

Developed by David A Palmer Productions. Released Dec-99. #CGB-AXGE-USA.

Gex: Enter the Gekko Crave \$5/R2

Developed by David A Palmer Productions. Game Boy black & white compatible. Released Dec-98. #DMG-AEXE-USA.

Ghosts 'n Goblins Capcom \$6/R3

Developed by Digital Eclipse. Based on the 1985 Capcom coin-op. Capcom's first Game Boy Color release and they choose to port an NES game. Does it surprise anyone that their second game was in the Street Fighter series? Nothing like originality. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Jan-00. #DMG-AG9E-USA.

Gobs of Games 3DO \$8/R4

Developed by 2n. Includes numerous peg games, paper games (tic-tac-toe, hangman, etc), puzzles & checkers. Released Sep-00.
#CGB-BFGE-USA.

Godzilla the Series Crave \$5/R2

Developed by Crawfish. Game Boy black & white compatible. Released Dec-99. #DMG-AZIE-USA.

**Godzilla the Series: Monster Crave \$8/R4
Wars**

Developed by Crawfish. Released Dec-00. #CGB-BGDE-USA.

Grand Theft Auto Rockstar Games \$6/R2

Developed by Tarantula Studios. Game Boy black & white compatible. EASTER EGGS: Before starting a game, rename the character "KELLY" to "SUMMER." Many hidden characters will appear in the menu. Released Nov-99. #DMG-AOAE-USA.

Grand Theft Auto 2 Rockstar Games \$6/R2

Developed by Tarantula Studios. Released Dec-00. #CGB-BGAE-USA.

Grinch, The Konami \$5/R3

Released Nov-00. #CGB-BGHE-USA.

Hamtaro: Ham Hams Unite! Nintendo \$5/R3

Nintendo's last release for the Game Boy Color US. Released Oct-02. #CGB-B86E-USA.

Hands of Time Titus \$5/R4

Horrible distribution will make this one a tough find down the road. But why wait? Track down one of the online sellers offering them new for under \$10 and help unload them of their limited supply.

Hang Time & Fulltime Rocket Games \$5/R5

Unlicensed game from a division of Dattel, the company behind the Action Replay. Hang Time is a very poor basketball game with no redeeming qualities whatsoever. Fulltime is a slightly better game of Soccer. All of the Rocket Games releases are in custom black cartridge cases. #RG201-PK2.

**Harley Davidson: Race Infogrames \$6/R4
Across America**

Developed by Xantera. Very small production run for a title from a big company and with a well know license. Released Dec-00.

Harry Potter and The Chamber of Secrets Electronic Arts \$4/R1

Developed by Griptonite Games. The last licensed game released for the Game Boy Color in the US. Amazingly overproduced as well with new copies finally being liquidated and drying up a year and a half after release. Released Nov-02. #CGB-BH6E-USA.

Harry Potter and The Sorcerer's Stone Electronic Arts \$8/R1

Developed by Griptonite Games. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 (Out of 10). Released Nov-01. #CGB-BHVE-USA.

Harvest Moon Natsume \$8/R2

Game Boy black & white compatible. Released Nov-99. #DMG-AYXE-USA.

Harvest Moon 2 Natsume \$12/R3

Game Boy black & white compatible. Released Nov-00. #DMG-BM2E-USA.

Harvest Moon 3 Natsume \$12/R4

Released Nov-01. #CGB-BWHE-USA.

Hello Kitty's Cube Frenzy NewKidCo \$20/R5

Developed by Torus Games. Very tough title to nail down at a good price due to low production run and increase in Hello Kitty popularity. Game Boy black & white compatible. Released Dec-99.
#DMG-AFAE-USA.

Hercules Titus \$8/R5

Based on the syndicated TV show, but if they didn't tell you, the graphics sure wouldn't give you a clue. Hercules linked up with Xena: Warrior Princess via the IR port to unlock additional stages. The lowest production run of a Titus game and quite possibly one of

the toughest games to find. Released Apr-02.

- ☐ **Heroes of Might & Magic** 3DO \$5/R2
Developed by KnowWonder. Released Jun-00. #CGB-AUHE-USA.
- ☐ **Heroes of Might & Magic II** 3DO \$8/R3
Released Dec-00. #CGB-BUHE-USA.
- ☐ **Hexcite** Ubi Soft \$4/R4
Developed by GU Inc. Very difficult puzzle game but worth picking up if you like a good challenge. Puzzle/Logic. Game Boy black & white compatible. Released Jan-99. #DMG-AICE-USA.
- ☐ **Hole in One Golf** Natsume \$5/R5
Rumble Cartridge. Game Boy black & white compatible. Released Aug-99. #DMG-VHIE-USA.
- ☐ **Hot Wheels Stunt Track Driver** Mattel Interact \$10/R3
Developed by Lucky Chicken. Game Boy black & white compatible. Released Jan-00. #DMG-AHEE-USA.
- ☐ **Hoyle Card Games** Sierra \$25/R5
Fourteen card games including Crazy Eights, Cribbage, Gin Rummy, Go Fish, Hearts, Old Maid, Spades, War and six different variations of solitaire (Four Free, Klondike (2 modes), Golf (2 modes), and Pyramid). Released Dec-00. #CGB-BCGE-USA.
- ☐ **Hoyle Casino** Sierra \$25/R4
Slightly easier to come across than Hoyle Card Games but still in the same price range. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (Out of 10). Released Oct-00. #CGB-BCSE-USA.
- ☐ **Indiana Jones and the Infernal Machine** T*HQ \$10/R3
Developed by HotGen Studios. Released Mar-01.
- ☐ **Inspector Gadget: Operation Madkactus** Ubi Soft \$8/R3
PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Mar-01. #CGB-BIGE-USA.
- ☐ **International Rally** Konami \$8/R4
a.k.a. **Cross Country Racing (UK)**
Game Boy black & white compatible. Released Sep-00.
- ☐ **International Track & Field** Konami \$2/R1
New copies are still plentiful over four years after release. Game Boy black & white compatible. Released Jan-00. #DMG-AHDE-USA.
- ☐ **Jeff Gordon XS Racing** ASCII \$5/R3
Developed by Natsume. Game Boy black & white compatible. Released Nov-99. #DMG-AJZE-USA.
- ☐ **Jeremy McGrath Supercross 2000** Acclaim \$8/R2
Developed by M4 Ltd. PERIODICALS: Electronic Gaming Monthly gave this game a 4 (Out of 10). Released Mar-00. #CGB-AJUE-USA.
- ☐ **Jim Henson's Muppets** Take2 Interact \$5/R3
Developed by Tarantula Studios. Released Apr-00. #CGB-BMUE-USA.
- ☐ **Jump Start: Dino Adventure Field Trip** Knowledge Adven \$5/R4
Released Nov-01. #CGB-BJQE-USA.
- ☐ **Jungle Book, The: Mowgli's Wild Adventure (Disney's)** Ubi Soft \$7/R3
Released Nov-00. #CGB-BJGE-USA.
- ☐ **Karate Joe** Rocket Games \$5/R5
Unlicensed game from a division of Dattel, the company behind the Action Replay. Graphically, this is Rocket Game's best release. It's

hindered by sloppy AI that makes the game much more difficult than it should be.

- ☐ **Kelly Club: Clubhouse Fun** Vivendi \$10/R4
a.k.a. **Shelly Club (UK)**
- ☐ **Ken Griffey Jr.'s Slugfest** Nintendo \$4/R2
Developed by Software Creations. Released Jun-99. #CGB-AYAE-USA.
- ☐ **Kirby Tilt 'n' Tumble** Nintendo \$8/R2
Nintendo can never be accused of trying new and strange things. This game has a sensor in the oversized cartridge that controls the game by tilting the system. Tilt Control Cartridge. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, and a 5 (Out of 10). Released Apr-01. #CGB-KTNE-USA.
- ☐ **Klax** Midway \$4/R3
Developed by Digital Eclipse. Based on the 1989 Atari coin-op. Released Apr-99. #CGB-ALXE-USA.
- ☐ **Kluster** Infogrames \$6/R3
Developed by Rebellion. Game Boy black & white compatible. Released Jul-99. #DMG-AKUE-USA.
- ☐ **Knockout Kings** Electronic Arts \$3/R2
Developed by Digital Eclipse. Released Dec-99. #CGB-AXKE-USA.
- ☐ **Land Before Time, The** Conspiracy \$10/R4
Developed by Natsume. Released Jul-01.
- ☐ **Las Vegas Cool Hand** Take2 Interact \$4/R3
Developed by Tarantula Studios. Game Boy black & white compatible. Released Dec-98. #DMG-ACWE-USA.
- ☐ **Legend of the River King** Natsume \$4/R3
Game Boy black & white compatible. Released Nov-99. #DMG-ARKE-USA.
- ☐ **Legend of the River King 2** Natsume \$10/R4
Game Boy black & white compatible. Released May-01. #DMG-BRKE-USA.
- ☐ **Legend of Zelda, The: Link's Awakening DX** Nintendo \$6/R1 +
The original Game Boy Zelda comes to the Game Boy Color with numerous enhancements and an extra dungeon that's only accessible on a Game Boy Color system. Game Boy black & white compatible and Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, 9, and a 9 (Out of 10). Released Dec-98. #DMG-AZLE-USA.
- ☐ **Legend of Zelda, The: Oracle of Ages** Nintendo \$6/R1 +
PERIODICALS: Electronic Gaming Monthly gave this game a 10, 9.5, and a 9 (Out of 10). Released May-01. #CGB-AZBE-USA.
- ☐ **Legend of Zelda, The: Oracle of Seasons** Nintendo \$6/R1 +
PERIODICALS: Electronic Gaming Monthly gave this game a 10, 9.5, and a 9 (Out of 10). Released May-01. #CGB-AZ7E-USA.
- ☐ **Lego Alpha Team** Lego Media \$5/R2
Developed by Climax Studios. Released Nov-00. #CGB-BLPE-USA.
- ☐ **Lego Island 2: The Brickster's Revenge** Lego Media \$8/R2
Developed by Crawfish. Released Mar-01. #CGB-BL2E-USA.
- ☐ **Lego Racers** Lego Media \$7/R3
Developed by Climax Studios. Released Jan-01. #CGB-BLRE-USA.
- ☐ **Lego Stunt Rally** Lego Media \$6/R2
Released Jan-01. #CGB-BLYE-USA.

- Lemmings** **Take2 Interact** **\$8/R4**
Developed by Tarantula Studios. Includes levels from the PC sequel Oh No! More Lemmings! Released Dec-00. #CGB-ALEE-USA.
- Lil Monster** **Agetec** **\$8/R4**
Released Aug-00.
- Lion King, The: Simba's Mighty Adventure (Disney)** **Activision** **\$8/R3**
Developed by Torus Games. EASTER EGGS: At the title screen, press Left, A, Right, Down, A, Select, Select. A cheat menu will appear, allowing you to start with 99 lives, the amulet and more. Choose "Continue" at the cheat screen to access a level-select menu. Released Dec-00. #CGB-BLKE-USA.
- Little Mermaid II, The: Pinball Frenzy** **Disney** **\$12/R2**
Developed by Left Field Productions. Rumble Cartridge. Traditional/Video Pinball. Released Sep-00. #CGB-VMZE-USA.
- Little Nicky** **Ubi Soft** **\$4/R2**
Developed by Digital Eclipse. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 (Out of 10). Released Dec-00. #CGB-BLNE-USA.
- Logical** **SunSoft** **\$7/R4**
Developed by Conspiracy. Released Apr-99. #CGB-AOGE-USA.
- Looney Tunes** **SunSoft** **\$8/R3**
Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5 (Out of 10). Released Sep-99. #DMG-ALTE-USA.
- Looney Tunes Carrot Crazy** **Infogrames** **\$8/R3**
a.k.a. Bugs Bunny & Lola Bunny: Operation Carrot Patch (UK)
Game Boy black & white compatible and Super Game Boy enhanced. Released Jan-99. #DMG-ABLE-USA.
- Looney Tunes Collector Alert!** **Infogrames** **\$8/R3**
a.k.a. Looney Tunes Collector: Martain Alert! (UK)
PERIODICALS: Electronic Gaming Monthly gave this game a 5 (Out of 10). Released Jun-00. #CGB-ALME-USA.
- Looney Tunes Racing** **Infogrames** **\$8/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 2 (Out of 10). Released Dec-00. #CGB-BLQE-USA.
- Looney Tunes Twouble** **Infogrames** **\$8/R2**
Developed by Bit Managers. Game Boy black & white compatible. Released Dec-98. #DMG-AYRE-USA.
- Lucky Luke** **Infogrames** **\$4/R3**
Released Jul-99. #CGB-ALQE-USA.
- Lufia: The Legend Returns** **Natsume** **\$10/R2**
Released Sep-01. #CGB-BLCE-USA.
- M&M's Minis Madness** **Majesco** **\$9/R3**
Developed by Pipe Dream. Released Dec-00. #CGB-BMIE-USA.
- Madden 2000** **Electronic Arts** **\$2/R2**
Developed by Tiertex Ltd. Super Game Boy compatible. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Nov-99. #DMG-AEME-USA.
- Madden 2001** **Electronic Arts** **\$4/R3**
Released Nov-00. #CGB-BNFE-USA.
- Madden 2002** **Electronic Arts** **\$4/R2**
Released Sep-01.
- Magi Nation** **Interact Imag** **\$4/R2 -**
PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Mar-01. #CGB-BNNE-USA.
- Magical Drop** **Classified** **\$10/R5**
Developed by Conspiracy. Released Oct-00. #CGB-AXJE-USA.
- Magical Tetris Challenge** **Nintendo** **\$12/R4**
Tetris with Mickey & the gang. Released Feb-00. #CGB-AT7E-USA.
- Marble Madness** **Midway** **\$7/R3**
Developed by Digital Eclipse. Based on the 1984 Atari Games coin-op. Released Dec-99. #CGB-ANNE-USA.
- Mario Golf** **Nintendo** **\$7/R2 +**
Developed by Camelot. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Oct-99. #CGB-AWXE-USA.
- Mario Tennis** **Nintendo** **\$8/R2 +**
Developed by Camelot. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, and a 8 (Out of 10). Released Jan-00. #CGB-BM6E-USA.
- Marvin Strikes Back** **Infogrames** **\$10/R4**
a.k.a. Looney Tunes Collector: Martain Revenge (UK)
PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Dec-00. #CGB-BLAE-USA.
- Mary Kate & Ashley: Crush Course** **Acclaim** **\$7/R3**
Developed by Crawfish. Released Nov-01. #CGB-BCVE-USA.
- Mary Kate & Ashley: Get A Clue** **Acclaim** **\$5/R2**
Developed by Crawfish. Game Boy black & white compatible. Released Nov-01. #DMG-BXFE-USA.
- Mary Kate & Ashley: Pocket Planner** **Acclaim** **\$5/R3**
Developed by Powerhead. Turns your Game Boy Color into a limited PDA. Also includes a handful of unspectacular mini-games. The same coding was re-used by Powerhead for E.T. Digital Companion published by NewKidCo. Game Boy black & white compatible. Released Nov-00.
- Mary Kate & Ashley: Winner's Circle** **Acclaim** **\$10/R3**
Developed by M4 Ltd. Mary-Kate & Ashley Olsen headline the only equestrian game released for the Game Boy Color. Released Mar-01. #CGB-BMAE-USA.
- Mask of Zorro, The** **SunSoft** **\$5/R3**
Developed by Saffire. Released Dec-99. #CGB-BHFE-USA.
- Mat Hoffman's Pro BMX** **Activision** **\$3/R2**
Developed by HotGen Studios. Released May-01. #CGB-AZRE-USA.
- Matchbox Construction Zone** **Mattel Interact** **\$4/R3**
Developed by Realtime Associates. Game Boy black & white compatible. Released Jan-00. #DMG-AR4E-USA.
- Matchbox Emergency Patrol** **T*HQ** **\$6/R4**
Released Jun-01. #CGB-BEPE-USA.
- Mega Man Xtreme** **Capcom** **\$5/R2**
Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 5.5, and a 5 (Out of 10). Released Jan-01. #DMG-BM6E-USA.
- Mega Man Xtreme 2** **Capcom** **\$9/R2**
Released Nov-01. #CGB-B2XE-USA.

- ☐ **Men In Black: The Series** **Crave** **\$4/R2**
Developed by Tiertex Ltd. Game Boy black & white compatible.
Released Dec-98. #DMG-AMNE-USA.
- ☐ **Men In Black: The Series 2** **Crave** **\$8/R3**
Developed by David A Palmer Productions. Released Jul-00. #CGB-BB2E-USA.
- ☐ **Metal Gear Solid** **Konami** **\$8/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, and a 9 (Out of 10). Released May-00. #CGB-BMGE-USA.
- ☐ **Metal Walker** **Capcom** **\$5/R3**
Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, and a 5.5 (Out of 10). Released Jan-01. #DMG-BM4E-USA.
- ☐ **Mia Hamm Soccer Shootout** **SouthPeak** **\$8/R4**
Released Oct-00. #CGB-BMHE-USA.
- ☐ **Mickey's Racing Adventure** **Nintendo** **\$8/R2**
Developed by Rare. Released Nov-99. #CGB-ARNE-USA.
- ☐ **Mickey's Speedway USA** **Nintendo** **\$7/R3**
Developed by Rare. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, and a 4.5 (Out of 10). Released Mar-01. #CGB-BSNE-USA.
- ☐ **Micro Machines 1 & 2: Twin Turbo** **T*HQ** **\$10/R4**
Released Jan-00. #CGB-AT8E-USA.
- ☐ **Micro Machines V3** **T*HQ** **\$5/R3**
Released Nov-00. #CGB-BM3E-USA.
- ☐ **Microsoft Pinball Arcade** **Classified** **\$10/R5**
Developed by Saffire. Traditional/Video Pinball. Released May-01. #CGB-BMQE-USA.
- ☐ **Microsoft Puzzle Collection Entertainment Pack** **Classified** **\$10/R4**
Developed by Conspiracy. Contains six games: Jewel Chase, Spring Weekend, Lineup, Finty Flush, Color Collision & Rat Poker.
Released Oct-00. #CGB-AZWE-USA.
- ☐ **Microsoft The Best of Entertainment Pack** **Classified** **\$10/R4**
Developed by Saffire. Minesweeper, Free Cell, 3D Tic Tac Toe & five more "mini" games. Released Jun-01. #CGB-BMEE-USA.
- ☐ **Millennium Winter Sports** **Konami** **\$8/R3**
Released Apr-00. #CGB-A3HE-USA.
- ☐ **Missile Command** **Majesco** **\$4/R2**
Based on the 1980 Atari coin-op. Original arcade game designed by Dave Theurer. Rumble Cartridge. Released Sep-99. #CGB-VLCE-USA.
- ☐ **Mission: Impossible** **Infogrames** **\$4/R2**
Developed by Rebellion. Released Feb-00. #CGB-AIME-USA.
- ☐ **Monopoly** **Majesco** **\$10/R2 +**
Game Boy black & white compatible. Released May-99. #DMG-ANOE-USA.
- ☐ **Monster Rancher Battle Card GB** **Tecmo** **\$3/R2**
Game Boy black & white compatible. Released Apr-00. #DMG-A6TE-USA.
- ☐ **Monster Rancher Explorer** **Tecmo** **\$6/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released Oct-00. #CGB-BSOE-USA.
- ☐ **Monsters, Inc** **T*HQ** **\$7/R2**
Released Oct-01. #CGB-B4DE-USA.
- ☐ **Montezuma's Return** **Take2 Interact** **\$3/R2**
Developed by Tarantula Studios. Game Boy black & white compatible. Released Dec-98. #DMG-AZME-USA.
- ☐ **Mortal Kombat 4** **Midway** **\$5/R2**
Developed by Digital Eclipse. Based on the 1997 Midway coin-op. Game Boy black & white compatible. Released Dec-98. #DMG-A4KE-USA.
- ☐ **Motocross Maniacs 2 a.k.a. Crazy Bikers** **Konami** **\$5/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (Out of 10). Released Sep-99. #CGB-AMHE-USA.
- ☐ **Mr. Driller** **Namco** **\$4/R4 +**
Based on the 1999 Namco coin-op. Released Aug-00. #CGB-BMDE-USA.
- ☐ **Mr. Nutz** **Infogrames** **\$6/R3**
Developed by Planet Interactive. Released Dec-99. #CGB-ANUE-USA.
- ☐ **Ms. Pac-Man Special Color Edition** **Namco** **\$11/R2**
In addition to Ms Pac Man, this cartridge also include the full game Super Pac Man. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (Out of 10). Released Nov-99. #DMG-AOCE-USA.
- ☐ **MTV Sports: Pure Ride** **T*HQ** **\$3/R3**
Developed by Visual Impact. Released Dec-00. #CGB-BPVE-USA.
- ☐ **MTV Sports: Skateboarding** **T*HQ** **\$5/R2**
Developed by Darkblack. Released Aug-00. #CGB-BMTE-USA.
- ☐ **MTV Sports: T.J. Lavin's Ultimate BMX** **T*HQ** **\$3/R3**
Developed by Handheld Games. Released Dec-00. #CGB-BVTE-USA.
- ☐ **Mummy Returns, The** **Universal** **\$3/R2**
Developed by GameBrains. Released May-01. #CGB-B2RE-USA.
- ☐ **Mummy, The** **Konami** **\$4/R2**
Released Dec-00. #CGB-BMYE-USA.
- ☐ **NASCAR 2000** **Electronic Arts** **\$10/R3**
Developed by Software Creations. Released Jul-00. #CGB-BN2E-USA.
- ☐ **NASCAR Challenge** **Majesco** **\$4/R2**
Rumble Cartridge. Released Dec-99. #CGB-VNCE-USA.
- ☐ **NASCAR Heat** **Majesco** **\$8/R4**
Released Dec-00. #CGB-BNHE-USA.
- ☐ **NASCAR Racers** **Majesco** **\$8/R4**
Developed by Digital Eclipse. Released Dec-00. #CGB-BNRE-USA.
- ☐ **NBA 3 on 3 Featuring Kobe Bryant** **Nintendo** **\$2/R3**
Developed by Left Field Productions. Game Boy black & white compatible. Released Dec-99. #DMG-ACVE-USA.
- ☐ **NBA Hoopz** **Midway** **\$5/R4**
Developed by Torus Games. PERIODICALS: Electronic Gaming Monthly gave this game a 2.5 (Out of 10). Released Feb-01. #CGB-BHIE-USA.
- ☐ **NBA In the Zone** **Konami** **\$4/R4**
Game Boy black & white compatible. Released May-99. #DMG-

- ANZE-USA.
- ☐ **NBA In the Zone 2000** Konami \$2/R4
Released Apr-00. #CGB-AJ7E-USA.
- ☐ **NBA Jam 2001** Acclaim \$5/R3
Developed by DC Studios. Released Dec-00. #CGB-BJAE-USA.
- ☐ **NBA Jam '99** Acclaim \$4/R2
Developed by Torus Games. Game Boy black & white compatible. Released Apr-99. #DMG-AJME-USA.
- ☐ **NBA Showtime: NBA on NBC** Midway \$2/R2
Developed by Torus Games. Another game where demand never came close to meeting supply. New copies can be had relatively easily and sell for next to nothing. Released Jan-00. #CGB-AA5E-USA.
- ☐ **New Adventures of Mary-Kate & Ashley, The** Acclaim \$5/R2
Developed by Crawford. Game Boy black & white compatible. Released Dec-99. #DMG-AXFE-USA.
- ☐ **NFL Blitz** Midway \$2/R2
Developed by Digital Eclipse. Based on the 1997 Midway coin-op. Game Boy black & white compatible. Released Dec-98. #DMG-ABZE-USA.
- ☐ **NFL Blitz 2000** Midway \$3/R2
Developed by Digital Eclipse. Released Dec-99. #CGB-AX2E-USA.
- ☐ **NFL Blitz 2001** Midway \$3/R3
Developed by Morning Star Multimedia. Released Sep-00. #CGB-BL1E-USA.
- ☐ **NHL 2000** Electronic Arts \$5/R3
Developed by Tiertex Ltd. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Jan-00. #DMG-ANRE-USA.
- ☐ **NHL Blades of Steel** Konami \$8/R4
Developed by Climax Studios. With gameplay that is very much like the NES classic, the addition of NHL teams and rosters, season mode and battery backup really make this one stand out. Released May-99. #CGB-ANEE-USA.
- ☐ **NHL Blades of Steel 2000** Konami \$8/R4
Released Apr-00. #CGB-ANVE-USA.
- ☐ **Nicktoons Racing** Majesco \$10/R4
Developed by Pipe Dream. Released Dec-00. #CGB-BNTE-USA.
- ☐ **NSYNC: Get to the Show** Infogrames \$1/R2
The price is no joke. New copies have been seen at retail for \$3 and online they can be had for under \$1 used. Released Dec-01. #CGB-BNSE-USA.
- ☐ **Oddworld Adventures 2** GT Interactive \$6/R2
Developed by Saffire. Game Boy black & white compatible. Released Jan-00. #DMG-AOWE-USA.
- ☐ **Pac-Man Special Color Edition** Namco \$10/R2
In addition to Pac-Man, this cartridge also include the game Pac-Attack. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released Aug-99. #DMG-AAEE-USA.
- ☐ **Painter** Rocket Games \$5/R5
Unlicensed game from a division of Dattel, the company behind the Action Replay. This is my personal favorite of the Rocket Games releases. Gameplay is along the lines of the classic arcade games Pepper II and Amidar with more intricate playfields. #RG201-PT.
- ☐ **Paperboy** Midway \$8/R3
Developed by Digital Eclipse. Based on the 1984 Atari Games coin-op. Shooter/360 Degrees. Released May-99. #CGB-AYPE-USA.
- ☐ **Perfect Dark** Nintendo \$5/R2
Developed by Rare. Rumble Cartridge. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5.5, and a 5 (Out of 10). Released Aug-00. #CGB-VPDE-USA.
- ☐ **Pitfall: Beyond the Jungle** Crave \$5/R3
Developed by IMS Productions. Game Boy black & white compatible. Released Dec-98. #DMG-AFLE-USA.
- ☐ **Planet of the Apes** Ubi Soft \$4/R3
Developed by Torus Games. Released Dec-01. #CGB-BYNE-USA.
- ☐ **Playmobil Laura** Ubi Soft \$7/R5
Developed by Planet Interactive. Released Dec-00.
- ☐ **Pocket Bomberman** Nintendo \$6/R2
Developed by Hudson Soft. Game Boy black & white compatible. Released Jan-99. #DMG-AKQE-USA.
- ☐ **Pocket Bowling** Jaleco \$8/R4
Game Boy black & white compatible. Released Aug-99. #DMG-ABVE-USA.
- ☐ **Pocket Smash Out & Race Time** Rocket Games \$5/R5
Unlicensed game from a division of Dattel, the company behind the Action Replay. Pocket Smash Out is a fairly decent Breakout game while Race Time is a mediocre (at best) top down driving game. All of the Rocket Games releases are in custom black cartridge cases. #RG201-PK1.
- ☐ **Pokemon Crystal Version** Nintendo \$8/R1 +
Role-Playing/Turn-Based/Battle-Centric. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, and a 3.5 (Out of 10). Released Jul-01. #CGB-BYTE-USA.
- ☐ **Pokemon Gold Version** Nintendo \$5/R1 +
Packaged in a gold colored cartridge case. Role-Playing/Turn-Based/Battle-Centric. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, and a 8.5 (Out of 10). Released Oct-00. #DMG-AAUE-USA.
- ☐ **Pokemon Pinball** Nintendo \$3/R1 +
Rumble Cartridge. Traditional/Video Pinball. Game Boy black & white compatible and Super Game Boy enhanced. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Jun-99. #DMG-VPHE-USA.
- ☐ **Pokemon Puzzle Challenge** Nintendo \$10/R2 +
It's the return of Tetris Attack but this time flavored with Pokemon. Same game, new graphics. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, and a 8.5 (Out of 10). Released Dec-00. #CGB-BPNE-USA.
- ☐ **Pokemon Silver Version** Nintendo \$5/R1 +
Packaged in a silver colored cartridge case. Role-Playing/Turn-Based/Battle-Centric. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, and a 8.5 (Out of 10). Released Oct-00. #DMG-AAUE-USA.
- ☐ **Pokemon Trading Card Game** Nintendo \$4/R1
Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, and a 4.5 (Out of 10). Released Apr-00. #DMG-AXQE-USA.
- ☐ **Polaris Snow Cross** Vatical \$5/R3
Developed by Vicarious Visions. Rumble Cartridge. Released Feb-00. #CGB-VPSE-USA.

- ❑ Pong: The Next Level** **Majesco** **\$5/R3**
Developed by Morning Star Multimedia. Based on the 1972 Atari coin-op. Released Dec-99. #CGB-AOVE-USA.
- ❑ Pooh and Tigger's Hunny Safari (Disney's)** **Electronic Arts** **\$10/R4**
Developed by Digital Eclipse. Released Dec-01.
- ❑ Portal Runner** **3DO** **\$6/R4**
Developed by Handheld Games. Released Sep-01. #CGB-BAVE-USA.
- ❑ Power Puff Girls, The: Bad Mojo Jojo** **bam!** **\$4/R3**
Each of the Game Boy Color Power Puff Girls titles featured a different one of the threesome. This is Blossom's adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 1 (Out of 10). Released Nov-00. #CGB-BJJE-USA.
- ❑ Power Puff Girls, The: Battle Him** **bam!** **\$12/R3**
Each of the Game Boy Color Power Puff Girls titles featured a different one of the threesome. This is Bubble's adventure. Released Mar-01. #CGB-BBHE-USA.
- ❑ Power Puff Girls, The: Paint the Townsville Green** **bam!** **\$6/R3**
Each of the Game Boy Color Power Puff Girls titles featured a different one of the threesome. This is Buttercup's adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 1 (Out of 10). Released Nov-00. #CGB-BPTE-USA.
- ❑ Power Quest** **SunSoft** **\$6/R2**
Game Boy black & white compatible. Released Dec-98. #DMG-APQE-USA.
- ❑ Power Rangers Lightspeed Rescue** **T*HQ** **\$9/R2**
Developed by Natsume. Released Jun-00. #CGB-BRSE-USA.
- ❑ Power Rangers Time Force** **T*HQ** **\$5/R3**
Developed by Natsume. Released May-01. #CGB-B4TE-USA.
- ❑ Power Spike Pro Beach Volleyball** **Infogrames** **\$3/R3**
Released Dec-00. #CGB-BVBE-USA.
- ❑ Prince of Persia** **Red Orb** **\$3/R3**
Game Boy black & white compatible. Released Apr-99. #DMG-ARIE-USA.
- ❑ Pro Darts** **Vatical** **\$4/R3**
Developed by Vicarious Visions. Released Feb-00. #CGB-AVDE-USA.
- ❑ Pro Pool** **Codemasters** **\$7/R4**
Released Aug-00. #CGB-BPLE-USA.
- ❑ Project S-11** **SunSoft** **\$3/R3 +**
Developed by Paragon 5. Released Jan-01. #CGB-BPJE-USA.
- ❑ Puzzle Master** **Metro3D** **\$12/R5**
Game Boy black & white compatible. Released Dec-99.
- ❑ Puzzled** **Conspiracy** **\$8/R4**
Released Mar-01. #CGB-BP3E-USA.
- ❑ Q*bert** **Majesco** **\$15/R4 +**
Based on the 1982 Gottlieb coin-op. PERIODICALS: Electronic Gaming Monthly gave this game a 5 (Out of 10). Released Sep-00. #CGB-BQTE-USA.
- ❑ Quest Brian's Journey** **SunSoft** **\$3/R4**
Game Boy black & white compatible. Released Jan-00. #DMG-AQRE-USA.
- ❑ Quest Fantasy Challenge** **SunSoft** **\$5/R5**
Game Boy black & white compatible. Released Apr-99. #DMG-AQTE-USA.
- ❑ Quest for Camelot** **Nintendo** **\$5/R2**
Developed by Titus. Game Boy black & white compatible and Super Game Boy enhanced. Released Dec-98. #DMG-ACNE-USA.
- ❑ Racin' Ratz** **Mattel Interact** **\$5/R3**
Developed by KnowWonder. Released Dec-00. #CGB-BTIE-USA.
- ❑ Rampage 2: Universal Tour** **Midway** **\$7/R2**
Developed by Digital Eclipse. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5 (Out of 10). Released Nov-99. #CGB-AUTE-USA.
- ❑ Rampage World Tour** **Midway** **\$4/R2**
Developed by Digital Eclipse. Based on the 1997 Midway coin-op. Game Boy black & white compatible. Released Dec-98. #DMG-ARPE-USA.
- ❑ Rampart** **Midway** **\$5/R3**
Developed by Digital Eclipse. Based on the 1990 Atari coin-op. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released Nov-99. #CGB-AR5E-USA.
- ❑ Rats** **Take2 Interact** **\$4/R2**
Developed by Tarantula Studios. Game Boy black & white compatible. Released Dec-98. #DMG-AVTE-USA.
- ❑ Rayman** **Ubi Soft** **\$4/R1**
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released Mar-00. #CGB-AYQE-USA.
- ❑ Rayman 2: The Great Escape** **Ubi Soft** **\$4/R4**
Action/Platform/3D. Released Jun-01. #CGB-BRYE-USA.
- ❑ Razor Freestyle Scooter** **Crave** **\$4/R2**
Developed by Crawfish. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, and a 3 (Out of 10). Released Jun-01. #CGB-BRZE-USA.
- ❑ Ready 2 Rumble Boxing** **Midway** **\$4/R2**
Developed by Crawfish. Rumble Cartridge. Released Dec-99. #CGB-VRRE-USA.
- ❑ Rescue Heroes: Fire Frenzy** **Learning Co** **\$8/R3**
Developed by Vicarious Visions. Released Jan-01. #CGB-BRQE-USA.
- ❑ Resident Evil Gaiden** **Capcom** **\$10/R2**
Developed by M4 Ltd. After announcing and then scrapping a port of the PlayStation Resident Evil, Capcom commissioned this original adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, and a 3.5 (Out of 10). Released Jun-02. #DMG-ARHE-USA.
- ❑ Return of the Ninja** **Crave** **\$10/R5**
Developed by Natsume. Released Jun-01. #CGB-BNJE-USA.
- ❑ Revelations: The Demon Slayer** **Atlus** **\$10/R3**
Game Boy black & white compatible. Released Aug-99. #DMG-ALBE-USA.
- ❑ Rhino Rumble** **Telegames** **\$10/R5**
Developed by Formula. Still available from the publisher (Telegames) through their website, it might be easier to order direct than to try and track one down elsewhere. Released Jun-02.
- ❑ Road Champs BXS Stunt Biking** **Activision** **\$5/R2**
Developed by HotGen Studios. EASTER EGGS: The password "Q G F

7" will unlock all modes and most levels PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Dec-00. #CGB-BXSE-USA.

- Road Rash** **Electronic Arts** **\$5/R4**
PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Nov-00. #CGB-BRRE-USA.
- Road to El Dorado, The: Gold Ubi Soft** **\$4/R3**
and **Glory**
Developed by Planet Interactive. Released Jun-00. #CGB-BEDE-USA.
- Roadsters** **Titus** **\$3/R4**
Game Boy black & white compatible. Released Jan-00. #DMG-ARPE-USA.
- RoboCop** **Titus** **\$10/R5**
Released Feb-02.
- Robopon: Sun Version** **Atlus** **\$5/R3**
Developed by Hudson Soft. In addition to Sun Version a Star Version was planned but not released. IR Port & Speaker built in to Cartridge. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (Out of 10). Released Dec-00. #DMG-HREE-USA.
- Rocket Power: Gettin' Air** **T*HQ** **\$4/R2**
Developed by Tiertex Ltd. Released Mar-01. #CGB-BRUE-USA.
- Rocky Mountain Trophy Hunter** **Infogrames** **\$5/R3**
Released Sep-00. #CGB-BRME-USA.
- Ronaldo V-Soccer** **Infogrames** **\$8/R4**
Game Boy black & white compatible.
- Roswell Conspiracies Alines, Myths & Legends** **RedStorm** **\$4/R3**
Developed by Crawfish. Released Jun-01. #CGB-BCPE-USA.
- Rox** **Titus** **\$10/R4**
Game Boy black & white compatible. Released Jul-01.
- R-Type DX** **Nintendo** **\$4/R3**
Developed by Bits. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Jun-99. #DMG-AWHE-USA.
- Rugrats in Paris: The Movie** **T*HQ** **\$8/R2**
Developed by Software Creations. Released Nov-00. #CGB-BRPE-USA.
- Rugrats: The Movie** **T*HQ** **\$8/R2 -**
Developed by Software Creations. Game Boy black & white compatible. Released Mar-99. #DMG-ARQE-USA.
- Rugrats: Time Travelers** **T*HQ** **\$7/R2**
Developed by Software Creations. Game Boy black & white compatible. Released Nov-99. #DMG-AVME-USA.
- Rugrats: Totally Angelica** **T*HQ** **\$8/R3**
Developed by Tiertex Ltd. Released May-00. #CGB-BAGE-USA.
- Sabrina the Animated Series: Spooked** **Simon&Schuster** **\$8/R4**
Released Nov-01.
- Sabrina the Animated Series: Zapped** **Simon&Schuster** **\$9/R4**
Released Nov-00. #CGB-BSGE-USA.
- San Francisco Rush 2049** **Midway** **\$5/R3**
Developed by Handheld Games. Based on the 1999 Atari Games

coin-op. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Sep-00. #CGB-ASXE-USA.

- Scooby Doo: Classic Creep Capers** **T*HQ** **\$8/R2**
Developed by Digital Eclipse. Released Feb-01. #CGB-BCCE-USA.
- Sesame Street Sports** **NewKidCo** **\$5/R4**
Released Dec-01.
- Sgt Rock on the Frontline** **bam!** **\$3/R4**
Developed by Taito. Released Dec-00. #CGB-BRFE-USA.
- Shadowgate Classic** **Nintendo** **\$5/R2**
Port of the popular NES game. Game Boy black & white compatible. Released Jan-99. #DMG-ASWE-USA.
- Shamus** **Vatical** **\$3/R3**
Game Boy black & white compatible. Released Mar-00. #DMG-AVXE-USA.
- Shanghai Pocket** **SunSoft** **\$8/R3**
Game Boy black & white compatible and Super Game Boy enhanced. Released Dec-98. #DMG-AHPE-USA.
- Shantae** **Capcom** **\$5/R3**
Released Jun-02. #CGB-B3AE-USA.
- Shaun Palmer's Pro Snowboarder** **Activision** **\$4/R3**
Developed by Natsume. Released Nov-01. #CGB-B3SE-USA.
- Shrek Fairy Tale Freak Down** **TDK** **\$10/R2**
Developed by Prolific Publishing. Released May-01. #CGB-BFUE-USA.
- Simpsons: Night of the Living Treehouse Horror** **T*HQ** **\$10/R3**
Developed by Software Creations. Released Mar-01. #CGB-BNOE-USA.
- Smurfs Nightmare, The** **Infogrames** **\$8/R4**
PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 4.5, 4.5, and a 3 (Out of 10). Released Jun-99. #CGB-ASNE-USA.
- Snoopy Tennis** **Infogrames** **\$13/R4**
Released Apr-01. #CGB-BS9E-USA.
- Snow White and the Seven Dwarfs** **Ubi Soft** **\$10/R4**
Developed by Planet Interactive. Released Nov-01. #CGB-B7DE-USA.
- Space Invaders** **Activision** **\$7/R3**
Developed by Crawfish. Based on the 1978 Taito coin-op. Original arcade game designed by Toshihiro Nishikado. Updated version of the arcade game with new invader types, varied attack patterns and power ups. Game Boy black & white compatible. Released Oct-99. #DMG-AIVE-USA.
- Space Invasion** **Rocket Games** **\$5/R5**
Unlicensed game from a division of Datel, the company behind the Action Replay. Space Invasion is a rather unimaginative Space Invaders clone though each level finds the aliens in a different attack pattern. All of the Rocket Games releases are in custom black cartridge cases. Released 2001. #RG-201SI.
- Space Raider** **Agetec** **\$4/R4**
Released Aug-00. #CGB-AZYE-USA.
- Spawn** **Konami** **\$7/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 2 (Out of 10). Released Sep-99. #CGB-AAWE-USA.

- Speedy Gonzales: Aztec Adventure** SunSoft \$8/R3
Game Boy black & white compatible. Released Jan-00. #DMG-ALZE-USA.
- Spider-Man** Activision \$10/R2
Developed by Vicarious Visions. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (Out of 10). Released Aug-00. #CGB-BSEE-USA.
- Spider-Man 2: The Sinister Six** Activision \$7/R3
Developed by Torus Games. EASTER EGGS: To play the hidden mini-game, go to the title screen and press A, B, A, B, Down, b) To access the cheat menu (with stage select, infinite health, infinite webbing) go to the title screen and press B, A, Left, Down, Up, Right. Released May-01. #CGB-B2SE-USA.
- Spongebob Squarepants: Legend of the Lost Spatula, The** T*HQ \$9/R2
Developed by Vicarious Visions. Released Mar-01. #CGB-BQPE-USA.
- Spy vs. Spy** Kemco \$5/R2
also known as "Kotobuki System Co. Ltd". Released Jun-99. #CGB-AS6E-USA.
- Star Wars Episode I: Obi Wan's Adventures** T*HQ \$6/R3
Developed by HotGen Studios. Released Sep-00. #CGB-BOWE-USA.
- Star Wars Episode I: Racer** Nintendo \$6/R1
Rumble Cartridge. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released Dec-99. #CGB-VYHE-USA.
- Star Wars: Yoda Stories** T*HQ \$6/R3
Developed by Torus Games. Game Boy black & white compatible. EASTER EGGS: At the title screen, press Up, Up, B, Down, A. You won't hear any signal to confirm the code, but when you choose "New Game" at the main menu, a stage-select menu will appear. Released Dec-99. #DMG-AYDE-USA.
- Street Fighter Alpha: Warriors' Dreams** Capcom \$8/R3
Developed by Crawford. Based on the 1995 Capcom coin-op. Released Mar-00. #CGB-AFZE-USA.
- Stuart Little: The Journey Home** Activision \$5/R3
Developed by Tiertex Ltd. Released Aug-01. #CGB-BJIE-USA.
- Super Breakout** Majesco \$7/R2
Based on the 1978 Atari coin-op. Game Boy black & white compatible. Released Jan-99. #DMG-AOTE-USA.
- Super Mario Bros Deluxe** Nintendo \$8/R1 +
Port of NES Super Mario Bros. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 8.5, 8.5, and a 8.5 (Out of 10). Released May-99. #CGB-AHYE-USA.
- Survival Kids** Konami \$12/R3
Game Boy black & white compatible and Super Game Boy enhanced. Released Oct-99. #DMG-AVKE-USA.
- Tarzan (Disney's)** Activision \$5/R2
Developed by Digital Eclipse. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 (Out of 10). Released Jun-99. #CGB-ATHE-USA.
- Tazmanian Devil Munching Madness** SunSoft \$7/R3
Developed by M4 Ltd. Game Boy black & white compatible. Released Sep-99. #DMG-ATIE-USA.
- Tech Deck Skateboarding** Activision \$5/R3 -
Developed by Handheld Games. Released Mar-01. #CGB-BTUE-USA.
- Test Drive 2001** Infogrames \$10/R5
Developed by Xantera. Released Dec-00. #CGB-BTEE-USA.
- Test Drive 6** Infogrames \$6/R3
Developed by Xantera. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (Out of 10). Released Nov-99. #DMG-AW6E-USA.
- Test Drive Cycles** Infogrames \$4/R4
Developed by Xantera. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5 (Out of 10). Released Aug-00.
- Test Drive Le Mans** Infogrames \$4/R4
PERIODICALS: Electronic Gaming Monthly gave this game a 3 (Out of 10). Released Jun-00. #CGB-B24E-USA.
- Test Drive Off-Road 3** Infogrames \$5/R3
Developed by Xantera. Rumble Cartridge. Game Boy black & white compatible. Released Nov-99. #DMG-VQ3E-USA.
- Tetris DX** Nintendo \$10/R2
Color version of the original Game Boy Tetris. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and a 8 (Out of 10). Released Nov-98. #DMG-ATEA-USA.
- Tiger Woods PGA Tour Golf 2000** T*HQ \$3/R3
Developed by Xantera. Game Boy black & white compatible. Released Jan-00. #DMG-AYGE-USA.
- Tiny Toon Adventures: Conspiracy Buster Saves Day** \$8/R4
Released Jul-01.
- Titus the Fox** Titus \$5/R5
Game Boy black & white compatible. Released Nov-00. #DMG-BFXE-USA.
- TNN Outdoors Fishing Champ** ASC II \$5/R3
Game Boy black & white compatible. Released Dec-99. #DMG-AFCE-USA.
- TOCA Touring Car Championship** T*HQ \$6/R4
Developed by Spellbound. Released Nov-00.
- Toki Tori** Capcom \$4/R4
Developed by Two Tribes. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7.5, and a 7 (Out of 10). Released Sep-01. #CGB-B2TE-USA.
- Tom & Jerry** Majesco \$10/R3
Released Oct-99. #CGB-ATXE-USA.
- Tom & Jerry: Mouse Attacks! NewKidCo** \$7/R3
Released Dec-00. #CGB-BTOE-USA.
- Tom & Jerry: Mouse Hunt Conspiracy** \$12/R4
Developed by Natsume. Released Mar-01. #CGB-BTJE-USA.
- Tom Clancy's Rainbow Six** RedStorm \$5/R2
Developed by Crawford. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 4.5, 4.5, and a 4 (Out of 10). Released Apr-00. #CGB-AR6E-USA.
- Tomb Raider starring Lara Croft** T*HQ \$10/R2
Developed by Core Design. PERIODICALS: Electronic Gaming

Monthly gave this game a 8.5, 8, and a 7 (Out of 10). Released Jun-00. #CGB-AT9E-USA.

- Tomb Raider: Curse of the Sword** **Activision** **\$6/R3**
Developed by Eidos. Released Jul-01. #CGB-B9TE-USA.
- Tonka Construction Site** **TDK** **\$6/R3**
Released May-02. #CGB-BCZE-USA.
- Tonka Raceway** **Hasbro Interact** **\$8/R3**
Developed by Morning Star Multimedia. Released Dec-99. #CGB-ATQE-USA.
- Tony Hawk's Pro Skater** **Activision** **\$3/R1**
Developed by Natsume. Released Mar-00. #CGB-BTFE-USA.
- Tony Hawk's Pro Skater 2** **Activision** **\$4/R1**
Developed by Natsume. EASTER EGGS: To unlock all of the game's boards and levels, enter the password "B58LPTGB888B".
PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 4.5, 4, and a 3 (Out of 10). Released Nov-00. #CGB-BTGE-USA.
- Tony Hawk's Pro Skater 3** **Activision** **\$3/R2**
Developed by HotGen Studios. Released Nov-01. #CGB-B3TE-USA.
- Toobin'** **Midway** **\$10/R3**
Developed by Digital Eclipse. Based on the 1988 Atari Games coin-op. Released May-00. #CGB-A0IE-USA.
- Toonsylvania** **Ubi Soft** **\$5/R3**
Developed by RFX Interactive. PERIODICALS: Electronic Gaming Monthly gave this game a 4 (Out of 10). Released Jun-00. #CGB-BSYE-USA.
- Top Gear Pocket** **Kemco** **\$2/R3**
Rumble Cartridge. also known as "Kotobuki System Co. Ltd". Released Apr-99. #CGB-VGRE-USA.
- Top Gear Pocket 2** **Kemco** **\$4/R4**
also known as "Kotobuki System Co. Ltd". Released Jan-00. #CGB-A33E-USA.
- Top Gun: Firestorm** **Titus** **\$5/R4**
Released Dec-01. #CGB-BICE-USA.
- Towers: Lord Baniff's Deceit** **Vatical** **\$3/R3**
Developed by JV Games. Released Jun-00. #CGB-ALHE-USA.
- Toy Story 2 (Disney's)** **T+HQ** **\$9/R2**
Developed by Tiertex Ltd. Super Game Boy compatible. Game Boy black & white compatible. Released Nov-99. #DMG-AQOE-USA.
- Toy Story Racer (Disney/PIXAR)** **Activision** **\$12/R3**
Developed by Tiertex Ltd. Released Mar-01. #CGB-BT5E-USA.
- Trick Boarder** **Natsume** **\$3/R3**
Released Jun-00. #CGB-BTBE-USA.
- Triple Play 2001** **Electronic Arts** **\$4/R3**
Developed by Handheld Games. Released May-00. #CGB-BTPE-USA.
- Trouball** **Capcom** **\$3/R3**
Developed by Paragon 5. Released Oct-01. #CGB-BBEE-USA.
- Turok 2: Seeds of Evil** **Acclaim** **\$3/R2**
Developed by Bit Managers. Game Boy black & white compatible. Released Dec-98. #DMG-A2TE-USA.
- Turok 3: Shadow of Oblivion** **Acclaim** **\$7/R3**
Developed by Bit Managers. EASTER EGGS: From the main menu, select "Options," then select "Password." Enter the password

"XZLCPMZ" for infinite ammo or "FJVHDC" for infinite lives.
PERIODICALS: Electronic Gaming Monthly gave this game a 3 (Out of 10). Released Jul-00. #CGB-BT3E-USA.

- Turok: Rage Wars** **Acclaim** **\$4/R3**
Developed by Bit Managers. Released Jun-00. #CGB-AR7E-USA.
- Tweety's High Flying Adventure** **Kemco** **\$10/R4**
also known as "Kotobuki System Co. Ltd". Released Oct-00. #CGB-BTWE-USA.
- UFC: Ultimate Fighting Championship** **Crave** **\$3/R3**
Developed by Fluid Studios. PERIODICALS: Electronic Gaming Monthly gave this game a 2 (Out of 10). Released Nov-00. #CGB-BUCE-USA.
- Ultimate Paintball** **Majesco** **\$10/R4**
Developed by Morning Star Multimedia. Released Sep-00. #CGB-BUPE-USA.
- Ultimate Surfing** **Natsume** **\$5/R4**
Developed by Natsume. Released Jul-01.
- Uno** **Mattel Interact** **\$12/R3**
Developed by HotGen Studios. Game Boy black & white compatible. Released Jan-00. #DMG-AUNE-USA.
- Vegas Games** **3DO** **\$6/R3**
Developed by Digital Eclipse. Released Feb-00. #CGB-AVFE-USA.
- Vigilante 8** **Vatical** **\$5/R2**
Developed by Vicarious Visions. Rumble Cartridge. Shooter/Vehicular Combat. Released Dec-99. #CGB-VV8E-USA.
- VIP** **Ubi Soft** **\$3/R4**
Developed by Planet Interactive. #CGB-BVIE-USA.
- V-Rally Edition '99** **Infogrames** **\$5/R3**
Released Jun-99. #CGB-AVLE-USA.
- Wacky Races** **Infogrames** **\$8/R3**
EASTER EGGS: Enter the password "MUTTLEY" to unlock all of the secret characters and the "Crazy" Cup. PERIODICALS: Electronic Gaming Monthly gave this game a 8 (Out of 10). Released Jun-00. #CGB-AW9E-USA.
- Walt Disney's World Quest: Magical Tour Racing** **Activision** **\$8/R3**
Developed by Crystal Dynamics. Cool cart racer with a Disney theme as you race through parts of the Magic Kingdom. Released Dec-00. #CGB-BWDE-USA.
- Wario Land 3** **Nintendo** **\$6/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, and a 8.5 (Out of 10). Released May-00. #CGB-AW8E-USA.
- Wario Land II** **Nintendo** **\$7/R2**
Game Boy black & white compatible and Super Game Boy enhanced. Released Mar-98. #DMG-AWLE-USA.
- Warlocked** **Nintendo** **\$5/R3**
Developed by Bits. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, and a 8.5 (Out of 10). Released Jul-00. #CGB-BWLE-USA.
- Warriors of Might & Magic** **3DO** **\$5/R3**
Developed by Climax Studios. Released Dec-00. #CGB-BMME-USA.
- WCW Mayhem** **Electronic Arts** **\$2/R4**
Developed by 2n. Released Apr-00. #CGB-AYHE-USA.
- Wendy Every Witch Way** **TDK** **\$5/R5**

Released Sep-01.

- ☐ **Who Wants to Be a Millionaire? 2nd Edition** **T*HQ** **\$7/R3**
If you're wondering where the 1st Edition is, it was a European only release. PERIODICALS: Electronic Gaming Monthly gave this game a 2.5 (Out of 10). Released Sep-00. #CGB-BMOE-USA.
- ☐ **Wild Thornberrys, The: Rambler** **Mattel Interact** **\$10/R3**
Developed by Vicarious Visions. Released Nov-00. #CGB-BWTE-USA.
- ☐ **Wings of Fury** **Mindscape** **\$5/R3**
Developed by Ed Magnin & Associates. Game Boy black & white compatible. Released Dec-99. #DMG-AFAE-USA.
- ☐ **Winnie the Pooh Adventures in the 100 Acre Woods** **NewKidCo** **\$10/R3**
Released Apr-00. #CGB-BPOE-USA.
- ☐ **Woody Woodpecker** **Dreamcatcher** **\$8/R3**
Released Sep-01. #CGB-BWPE-USA.
- ☐ **Woody Woodpecker Racing** **Konami** **\$8/R3**
Released Dec-00. #CGB-BWRE-USA.
- ☐ **World Destruction League: Thunder Tanks** **3DO** **\$4/R2**
Developed by Sunset Entertainment. Released Dec-00. #CGB-BBTE-USA.
- ☐ **Worms Armageddon** **Infogrames** **\$6/R3**
PERIODICALS: Electronic Gaming Monthly gave this game a 2 (Out of 10). Released Jan-00. #CGB-AAOE-USA.
- ☐ **WWF Attitude** **Acclaim** **\$2/R2**
Developed by Crawford. Released Jun-99. #CGB-AWTE-USA.
- ☐ **WWF Betrayal** **T*HQ** **\$2/R3**
EASTER EGGS: At the title screen, select "Continue," then enter "4 2 3 2" as your password at the following screen. If you entered it correctly, a debug screen will appear where you can select any level, make yourself invincible and more. Released Aug-01.
- ☐ **WWF Wrestlemania 2000** **T*HQ** **\$5/R2**
Developed by Natsume. Game Boy black & white compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (Out of 10). Released Nov-99. #DMG-AUWE-USA.
- ☐ **Xena: Warrior Princess** **Titus** **\$8/R5**
Released Aug-01.
- ☐ **X-Men: Mutant Academy** **Activision** **\$3/R2**
Developed by Crawford. PERIODICALS: Electronic Gaming Monthly gave this game a 2 (Out of 10). Released Jul-00. #CGB-BXAE-USA.
- ☐ **X-Men: Mutant Wars** **Activision** **\$5/R3**
Developed by HAL Corp. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5 (Out of 10). Released Nov-00. #CGB-BXME-USA.
- ☐ **X-Men: Wolverine's Rage** **Activision** **\$4/R3**
Developed by Digital Eclipse. Released May-01. #CGB-BWOE-USA.
- ☐ **Xtreme Sports** **Infogrames** **\$3/R3**
EASTER EGGS: At the title screen menu, press Left (x5), Up (x5), Right (x5), Down (x5), Select (x5). A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (Out of 10). Released Jun-00.
- ☐ **Xtreme Wheels** **bam!** **\$10/R5**
Released May-01. #CGB-BXCE-USA.

- ☐ **Yars' Revenge** **Telegames** **\$4/R3**
Game Boy black & white compatible. Released Sep-99. #DMG-AYVE-USA.
- ☐ **Yogi Bear Great Balloon Blast bam!** **\$10/R4**
Developed by Taito. Released Dec-00. #CGB-BBXE-USA.
- ☐ **Yu-Gi-Oh! Dark Duel Stories** **Konami** **\$5/R1**
Released Mar-02. #CGB-BY3E-USA.
- ☐ **Zebco Fishing** **Vatical** **\$4/R3**
Developed by Vicarious Visions. Rumble Cartridge. Released Sep-99. #CGB-VZFE-USA.
- ☐ **Zoboofoo Playtime in Zoboaland** **Encore** **\$11/R5**
Released Oct-01.
- Total # of items in this section: **450**

HOMEPCW GAMES

- ☐ **Little Sound DJ** **Johan Kotlinski** **\$0/R0**
Sequencer with built in samples & MIDI sync capable. Sold in cart form or via download for Flash Linker owners. Game Boy black & white compatible.
- Total # of items in this section: **1**

HARDWARE AND PERIPHERALS

- ☐ **Shark MX** **Interact** **\$0/R0**
Developed by Dattel. Personal organizer & E-Mail client. Unlicensed. Game Boy black & white compatible.
- Total # of items in this section: **1**

RUMOR MILL

- ☐ **AMF Xtreme Bowling** **Vatical** **\$0/R0**
Developed by Vicarious Visions. There are reviews online and some stores list it in their catalogs but none have been found for sale. Nintendo's own master list does not list the game, but their list is not 100% accurate.
- ☐ **Black & White** **Unknown** **\$0/R0**
Developed by M4 Ltd. M4 Ltd secured the rights and announced plans for a Game Boy Color and Game Boy Advance port of the PC game but it appears the project was never started.
- ☐ **Carl Lewis Athletics 2000** **Ubi Soft** **\$0/R0**
Developed by Planet Interactive. Announced in 2000 as an upcoming European release, this game was ultimately cancelled.
- ☐ **Carnivale** **Vatical** **\$0/R0**
Developed by Vicarious Visions. Scheduled for a late 2000 release and ultimately canned.
- ☐ **Dino Crisis** **Capcom** **\$0/R0**
Developed by M4 Ltd. This title was announced in early 2000 and ultimately canned.

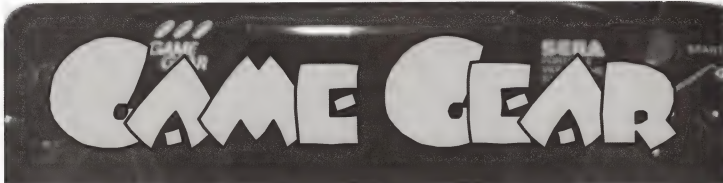
- | | | |
|--|------------------------|---------------|
| ☐ Gauntlet: Dark Legacy | Midway | \$0/R0 |
| Developed by Climax Studios. Announced in early 2000, this title was cancelled later that year. | | |
| ☐ High Heat Baseball 2002 | 3DO | \$0/R0 |
| ☐ Max Steel | Mattel Interact | \$0/R0 |
| Developed by Torus Games. Game was scheduled to ship in late 2001 and was apparently completed before being shelved. | | |
| ☐ NBA Live 2000 | Electronic Arts | \$0/R0 |
| Developed by Handheld Games. This was shown at E3 in 2000 but appears to have been scrapped. | | |
| ☐ Ninja | Metro3D | \$0/R0 |
| ☐ Pocket Racers | Interplay | \$0/R0 |
| ☐ Resident Evil | Capcom | \$0/R0 |
| Developed by HotGen Studios. Original attempt to port PlayStation Resident Evil was scrapped and eventually replaced with Resident Evil Gaiden, an original game for Game Boy Color. | | |
| ☐ Robopon: Star Version | Atlus | \$0/R0 |
| ☐ Runelords | Kemco | \$0/R0 |
| Developed by Saffire, also known as "Kotobuki System Co. Ltd". | | |
| ☐ Saffire | Saffire | \$0/R0 |
| Developed by Saffire. Announced in 2000 along with versions for Nintendo 64, Game Boy Advance & GameCube. | | |
| ☐ Sea-Doo Hydrocross | Vatical | \$0/R0 |
| Developed by Vicarious Visions. Scheduled for a winter 2000 release but never saw the light of day. | | |
| ☐ Suzuki Alstare Extreme Racing | Ubi Soft | \$0/R0 |
| Developed by Visual Impact. Announced in late summer of '99 but apparently never finished. | | |
| ☐ Thrasher: Skate and Destroy | Take2 Interact | \$0/R0 |
| Developed by Run and Gun. Announced in late '99. | | |
| ☐ Towers II: Plight of the Stargazer | Telegames | \$0/R0 |
| Developed by JV Games. Telegames still has this listed on their web site as coming soon. It would be safe to say it's not going to happen. | | |
| ☐ Viewpoint | Classified | \$0/R0 |
| Announced in mid '99. | | |
| ☐ VR Powerboat | Interplay | \$0/R0 |
| Developed by Vicarious Visions. Announced in mid 2000. | | |
| ☐ Wicked Surfing | Interplay | \$0/R0 |
| Developed by Run and Gun. Announced in 1999, title disappeared sometime 2000. | | |
| ☐ WWF No Mercy | T+HQ | \$0/R0 |
| Developed by Aki Corp. Announced title was canned in late 2000. The game was supposed to work with the Nintendo 64 Transfer Pak and No Mercy for N64. | | |
- Total # of items in this section: **23**
- Total # of items in all: **475**

TECHNICAL NOTES

Processor: Z80GB (8-bit)
 Processor Speed: 4.194304 MHz
 Resolution: 256 x 244
 Colors: 32768
 Memory: 8K RAM
 Video Memory 8K RAM
 Sprites: 40@8 x 8 or 8 x 16
 Sound: 4 channel stereo
 Game Media: Cartridges

HISTORICAL NOTES

Launched in the USA 1998. Original retail price: \$79.95.



If you ask yourself, "What are the two most popular hand-held systems?" Chances are your answer would be, Nintendo's Game Boy released in 1989 and Sega's Game Gear. Many consider the Game Gear to be a handheld version of a Sega Master System, since they both used a Z-80A processor, however, the software couldn't be intertwined with each other without an add on for the Game Gear.

Released in May 1991 for \$149, Sega's Game Gear came bundled with **Columns**. The Game Gear features 8-bit color graphics and can display up to 32 colors. The actual design of the unit is similar in shape to another competitor, Atari's Lynx handheld released in October of 1989. Six games launched with the handheld and thirteen more titles were promised by the years end. Various add-ons were also made available including: a \$100 TV tuner, Car Adapter, Battery Pack, AC adaptor and Link Cable.



One advantage Sega had over Nintendo was the ability to watch TV on your Game Gear via the TV Tuner. The Tuner featured a pull out antenna for reception and allowed you to switch from station to station, similar to an old fashioned radio where you turn the dial in order to change the station. The only other hand-held at the time that allowed you watch TV on it, was yet another one of Sega's competitors, NEC's TurboExpress released in 1989.

The Game Gear has close to 250 games in its library, however, Sega wanted more, so what they did was they released the "Master Gear Converter" which allowed the full library of Sega Master System games to played on your Game Gear, similar to Sega's Nomad which allowed all Genesis games to be played on a handheld. Since the Sega Master System is like the father to the Game Gear, there are some games that are either a sequel or a conversion to their grown up counterparts which include **Fantasy Zone**, **Wonder Boy: The Dragon's Trap** and more. When people usually think of **Golden Axe**, they think of the hack and slash, beat'em up. The Game Gear laid claim to very first **Golden Axe** RPG entitled **Axe Battler: Legend of Golden Axe**, as the title entails, Axe Battler explains the legend behind the Golden Axe. Likewise, you might have played a game called **Chicago Syndicate**, but did you know that the main character is none other than Larcen Tyler, from **Eternal Champions**, which was released on the Sega Genesis and Sega CD? This also a good example of how Sega combined their series between the Sega Master System, Genesis and Game Gear.

The Game Gear also laid claim to a lot of name brand series such as: **Sonic the Hedgehog**, **Streets of Rage**, **Golden Axe** and many more. **Sonic** fans couldn't be more happier with the releases of four brand new adventures not found on the Genesis: **Sonic Chaos**, **Sonic Drift 2**, **Sonic Labyrinth** and **Sonic the Hedgehog: Triple Trouble**.

In many cases, what Sega did was re-vamp games in order to make them different from their Genesis counterparts. Here is a perfect example: **Dragon: the Bruce Lee Story** is a one-on-one fighting game on the Sega Genesis, Super Nintendo and Atari Jaguar, however on the Game Gear **Dragon** is a side-scrolling beat'em up which lets you play through scenes from the movie.

When it came to movies and TV series, Sega didn't mess around, they had a plethora of licensed games based off of movies and TV shows including **The Addams Family**, **The Adventures of Batman and Robin**, **Aladdin**, **Bram Stoker's Dracula**, **Cliffhanger**, **Mighty Morphin' Power Rangers** and many more.

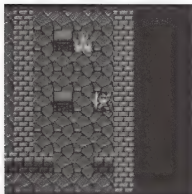
Sega did a lot of advertising and merchandising for their systems. Bubble gum that came inside a container shaped out of a Game Gear which also included little cards with **Sonic** box artwork on front and game tips on the back were available. The Game Gear even makes a cameo in Jackie Chan's 1995 film, "Rumble in the Bronx," where he gives his relative a Game Gear to play on the way to school.

Towards the end of the Game Gear's run, Majesco picked up the rights from Sega and re-released games under their own name. They also re-released the Game Gear System and a new model of Genesis as well. Props to Majesco for keeping the Game Gear going like they did.

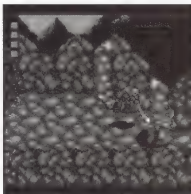
Nowadays it is very easy to walk into a game store or thrift store and find a Game Gear system fairly cheap. For the collector, be sure to keep an eye for the Blue Game Gear that was released in a sports bundle. When it comes to the games, they can still be found in the wild, but good luck finding the boxes with them.

If you're a Sega fan, it is a must to have a Game Gear in your collection. There are a lot of great games including excellent ports, series and sequels. It would have been nice to have seen the Game Gear last a little longer than it did, but this is the thinking of many a Sega fan over the years.

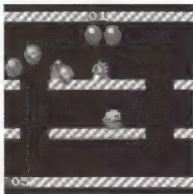
- Jim Combs



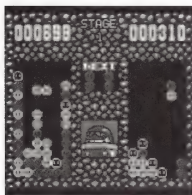
Ax Battler



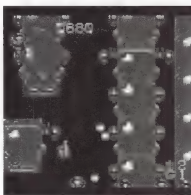
Battletoads



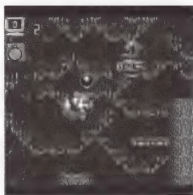
Bubble Bobble



Mean Bean Machine



Power Strike 2



Tails' Adventure

Section written and maintained by Jim Combs. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Andrew Krieg.

Game Release Notes: We've found that most people kept their boxes (and to a lesser degree, their manuals) so we've priced these out accordingly - as "complete".

Lots of additional non-US releases that could not be squeezed into these pages are on the Digital Press website. Click the "Online Rarity Guide" link and find all kinds of additional import game information on this system.

U.S. GAME RELEASES

- 5-in-1 Fun Pak** **Interplay** **\$8/R1**
 Developed by Beam Software. Contains five casino-style games: slots, craps, poker, roulette and blackjack. Traditional/Board Game. Released 1994. #T-125028.
- Addams Family, The** **Flying Edge** **\$7/R3**
 Developed by ARC Developments. Based on the characters from the 60's TV series and 1991 movie. In this game based off the hit movie, you play as Gomez Addams exploring the inside and outside of the Addams Family mansion, as he battles Owls, Venus Fly Traps, Flying Skulls and more. Flying Edge was a division of Acclaim. Action/Platform/Scrolling Screen. Released 1993. ©1991 Paramount Pictures.
- Adventures of Batman & Robin, The** **Sega** **\$4/R3**
 Developed by Clockwise Tortoise. Fans of the hit animated series will enjoy taking control of Batman as he battles the Mad Hatter and other famous villains. Fighting/Side-Scrolling. Released 1995. ©1995 DC Comics. #2552.
- Aerial Assault** **Sega** **\$5/R4**
 Developed by Sega. Fans of Fantasy Zone will be right at home here. Aerial Assault Features graphics and fun addictive game play similar to Fantasy Zone. Shooter/Horizontal Scrolling. LANDMARK: . Released 1992. #2320.
- Aladdin (Disney's)** **Majesco** **\$3/R1 +**
 Developed by Disney. Based on the 1992 Walt Disney animated movie. Based on Disney's animated movie. There was no denying Aladdin was a huge hit for Disney, with its amazing animation and music. The video game captures the feel of the movie in every way especially with all the hit music, re-done by Tommy Tallarico of Electric Playground and Judgment Day fame. Action/Platform/Scrolling Screen. ©1994 The Walt Disney Company.
- Aladdin (Disney's)** **Sega** **\$3/R1 +**
 Developed by Disney. Based on the 1992 Walt Disney animated movie. Based on Disney's animated movie. There was no denying Aladdin was a huge hit for Disney, with its amazing animation and music. The video game captures the feel of the movie in every way especially with all the hit music, re-done by Tommy Tallarico of Electric Playground and Judgment Day fame. Action/Platform/Scrolling Screen. Released 1994. ©1994 The Walt Disney Company. #670-3536.
- Alien 3** **Arena** **\$5/R3**
 Developed by Probe. Based on the sci-fi horror movie starring Sigourney Weaver. Take control of Ellen Ripley and prepare to kick some serious Alien butt. Choose from grenade launchers, machine guns and the infamous flame thrower to take on those Alien

baddies. Arena was a division of Acclaim Entertainment through most of the 90's. Action/Platform/Shooter. Released 1992. ©1992 Twentieth Century Fox.

- Alien Syndrome** **Sega** **\$7/R4**
 Developed by Sims Co LTD. Based on the 1986 Sega coin-op. The year is 2005 A.D. and a group of Alien beings have just taken over Space Transport "Dagal" and are keeping the crew hostage. Now it is up to you save them. Choose between two young members of "SCOT" Ricky or Mary to battle do battle against the Alien race and rescue the crew in distress. Shooter/360 Degrees. Released 1992. #2324.
- Andre Agassi Tennis** **TecMagik** **\$3/R4**
 Developed by Spidersoft. Choose from eight pro tennis players including the legend Andre Agassi. Sports/Tennis. Released 1993.
- Arcade Classics: Centipede/Missile Command** **Sega** **\$10/R5**
 Developed by Amderba. Based on the Atari coin-op. Contains three Atari hit classics: Centipede, Missile Command and Ultrapong. Miscellaneous/Compilation. Released 1996.
- Arena: Maze of Death** **Sega** **\$5/R4**
 Developed by Eden Studios. If you enjoy Shadowrun, there is no doubt that you will enjoy this action-packed run and gun featuring a very cool loner. Shooter/360 Degrees. Released 1995.
- Ariel, Disney's The Little Mermaid** **Sega** **\$2/R3**
 Developed by Disney. Based on Disney's animated series. Play as Ariel from the classic Disney movie "The Little Mermaid" in her own adventure. A very colorful game with gameplay similar to Ecco the Dolphin. Action/Platform/Scrolling Screen. Released 1992. ©1992 The Walt Disney Company. #670-2536.
- Asterix and The Great Rescue** **Sega** **\$5/R2**
 Developed by Sega. The famous Roman comic book characters come to life in this video game. Action/Platform/Scrolling Screen. Released 1994. ©1994 Les Editions Albert Rene/Goscinnny-Vderzo. #2520.
- Ax Battler: Legend of Golden Axe** **Sega** **\$4/R1**
 Developed by Sega. A prequel of sorts to the series that explains the legend behind the Golden Axe. One of the very few RPG's on the Game Gear. Role-Playing/Third-Person Real-Time. LANDMARK: First Role-Playing game in the Golden Ax series. Released 1992. #2405.
- Ayrton Senna's Super Monaco Grand Prix 2** **Sega** **\$2/R3**
 Developed by Sega. Sequel to 1991's Super Monaco GP. This time, developers have Ayrton Senna's name behind the wheel. Racing/F1/Indy/Stock Cars. Released 1992. #670-2432.
- Baby Boom** **Unknown** **\$20/R7**
- Baku Baku** **Sega** **\$6/R5 +**
 Developed by Sega. Based on the 1995 Sega "Baku Baku Animal" coin-op. A very fun and addicting puzzle game based on the Sega Saturn version. Think Pac-Attack only with animals. Puzzle/Action. Released 1996. #2451.
- Batman Forever** **Acclaim** **\$4/R2**
 Developed by Probe. Based on the 1996 Acclaim coin-op. Based on the 1995 action/fantasy movie. Based on the 1995 movie starring Val Kilmer. Take control of the Dark Knight as you relive scenes from movie. Take down Harvey Two-Face and his henchmen. Features digitized character models similar to Mortal Kombat. Fighting/Side-Scrolling. Released 1995. ©1995 DC Comics. #670-2525.

- Batman Returns** **Sega** **\$5/R2**
Developed by Sega. Based on the 1992 movie starring Michael Keaton. It is Christmas time in Gotham City, once again you take control of Batman on his mission to defeat the Cat Woman and the Penguin. Combines the action and gameplay from both the SNES and Genesis versions. "I am cat woman... hear me roar..." Meow. Fighting/Side-Scrolling. Released 1992. ©1992 DC Comics. #2525.
- Batter Up!** **Namco** **\$2/R3**
Developed by Namco. Choose between park or city stadiums as you play ball. Very fun arcade-like gameplay, just don't forget to bring some peanuts and Cracker Jacks. Sports/Baseball. Released 1991.
- Battleship** **Mindscape** **\$7/R4**
Developed by Mindscape. Abandon ship! Abandon ship! All the elements that made the board game such a huge hit can be found in this video game foray. Very nice cut scenes add to the experience. Traditional/Board Game. Released 1993.
- Battletoads** **Tradewest** **\$10/R3**
Developed by Rare. A classic beat'em up that can't be missed. Zany humor and cool characters will keep you coming back for more. Fighting/Side-Scrolling. Released 1994.
- Beavis & Butt-head, MTV's** **Viacom** **\$4/R2**
Developed by Viacom. Based on the MTV series featuring the voice work of Mike Judge. If you're like us, then you've seen every episode of Beavis and Butt-head. Now you can play as the teen adolescents on their side-scrolling adventure. Action/Platform/Scrolling Screen. Released 1994. ©1994 MTV.
- Berenstain Bears, The: Camping Adventure** **Sega** **\$8/R5**
Released 1994.
- Bonkers: Wax Up!** **Sega** **\$7/R3**
Developed by Disney. Based on Disney's animated series. Play as the police cat, Bonkers, in this platform adventure that has you searching for clues to solve the case. Action/Platform/Scrolling Screen. Released 1995. ©1994 Disney.
- Bram Stoker's Dracula** **Sony** **\$3/R2**
Developed by Psygnosis/Probe. Based on Bram Stoker's take on the Dracula mythology and the movie starring Keanu Reeves. On your quest to slay the blood sucker. You will journey through the forests of Transylvania and explore Dracula's castle. Action/Platform/Hack & Slash. Released 1992. ©1992 Columbia Pictures Industries Inc.
- Bubble Bobble** **Taito** **\$15/R6**
Developed by Taito. Based on the 1986 Taito coin-op. The two playable dinosaur characters, Bub and Bob, originated here and became Taito's mascots of sorts. You can also find them in Rainbow Islands, Bust-A-Move (aka Puzzle Bobble), and Parasol Stars. A classic puzzle game where you play as a green dinosaur named Bob. Capture your enemies in bubbles and pop them to collect various desert and fruit items for points. Even more fun is to be had when you link up with a friend. Action/Platform/Fixed Screen. Released 1994.
- Bugs Bunny in Double Trouble** **Sega** **\$3/R2**
Developed by Probe/Climax. Based on the WB Looney Toons series. What's up Doc? A very colorful game that has you playing as Bugs Bunny, that's what. Various Looney Toons characters make their appearance that Bugs will interact with throughout the game. Action/Platform/Scrolling Screen. Released 1996. ©1996 Warner Bros. #2569.
- Bust-A-Move** **Sega** **\$10/R5 +**
Developed by Taito. Based on the 1993 SNK coin-op. An absolute gem of a puzzle game, fans of this genre will be delighted by the additive game play and catchy music. Puzzle/Action. Released 1995. #2567.
- Caesar's Palace** **Majesco** **\$3/R1**
Developed by Virgin. Play all the hit casino games including blackjack and poker. Traditional/Casino Game.
- Caesar's Palace** **Virgin** **\$3/R1**
Developed by Virgin. Play all the hit casino games including blackjack and poker. Traditional/Casino Game. Released 1993.
- Captain America and the Avengers** **Mindscape** **\$5/R3**
Developed by Realtime Associates. Based on the 1991 Data East coin-op. Based on the Marvel comic book heroes. Play as one of four Marvel Super heroes: Captain America, Iron Man, Vision or Hawkeye each with their own super powers. Battle crime, conquer Red Skull and save the world. Fighting/Side-Scrolling. ©1993 Marvel Entertainment Group Inc.
- Casino Fun Pack** **Sega** **\$10/R5**
Traditional/Casino Game.
- Castle of Illusion starring Mickey Mouse** **Sega** **\$4/R2 +**
Developed by Disney. Action/Platform/Scrolling Screen. #670-1331.
- Chakan: The Forever Man** **Sega** **\$4/R3**
Developed by RAK Graphics. You are Chakan the Forever Man, warp through portals in an ancient time period and prepare to do some slicing and dicing with your double swords. Action/Platform/Hack & Slash. Released 1992. #670-2535.
- Championship Hockey** **Unknown** **\$15/R7**
Sports/Hockey.
- Chase HQ** **Taito** **\$7/R3**
Based on the 1988 Taito coin-op. Racing/Combat/Demolition.
- Cheese Cat-astrophe w/ Speedy Gonzales** **Sega** **\$5/R5**
Action/Platform/Scrolling Screen. Released 1995.
- Chessmaster, The** **Sega** **\$3/R3**
Chess fanatics rejoice, now you can play on the road or anywhere, all without having to worry about losing any of those pieces. Traditional/Board Game. Released 1991. #670-1744.
- Chicago Syndicate** **Sega** **\$5/R2**
Developed by Sega. This game features cat burglar Larcen Tyler from the Genesis and Sega CD game Eternal Champions in this martial arts adventure. Fighting/Side-Scrolling. Released 1995. #2535.
- Chuck Rock** **Sega** **\$5/R1**
Developed by Core Design. Chuck Rock will have you bumping baddies with your belly in prehistoric adventure. Action/Platform/Scrolling Screen. Released 1992. #670-2526.
- Chuck Rock II: Son of Chuck** **Tengen** **\$8/R2**
Developed by Core Design. This time around you play as the club-wielding, vine-swinging, caveman-battling baby who is none other than the son of Chuck Rock. Action/Platform/Scrolling Screen. Released 1994.
- Cliffhanger** **Sony** **\$3/R3**
Developed by Sony. Based on the 1993 action/adventure film starring Sylvester Stallone. Based on the 1993 action/adventure movie starring Sylvester Stallone. "Yo Adrian, I did it!" Whoops, sorry, wrong movie. In this side-scrolling adventure, you play as Gabe, a veteran rescue climber who must battle enemies in the harsh cold weather conditions while trying to survive.

Action/Platform/Scrolling Screen. Released 1993. ©1993 Sony Pictures.

- ❑ **Clutch Hitter** **Sega** **\$2/R2**
Developed by Sega. Based on the 1991 Sega coin-op. A very nice addition to the Game Gear line of sports games. Features MLB licensed teams. Sports/BaseBall. Released 1991. #670-1742.

- ❑ **Columns** **Sega** **\$3/R1 +**
Developed by Sega. Based on the 1990 Sega coin-op. If there are two puzzle games everybody has played, it is Tetris and Columns. This is like Tetris with a Roman theme and jewels instead of blocks. Columns is a puzzle fanatics dream come true. Puzzle/Action. Supports multiple-system linking. Released 1990. #670-1322.

- ❑ **Cool Spot** **Virgin** **\$8/R3**
Developed by Virgin. The red dot on 7-Up bottles comes to life in the form of Cool Spot. Defeat your enemies with the flick of your wrist and rescue your fellow companions. Action/Platform/Scrolling Screen. Released 1993.

- ❑ **Cosmic Spacehead** **Codemasters** **\$12/R6**
Developed by Codemasters.

- ❑ **Crystal Warriors** **Sega** **\$7/R5 +**
Developed by Sega. You're on a mission to retrieve three sacred crystals that were wrongfully stolen from the "Ariel Kingdom". Princess Iris has also gone missing. Now it is up to you to get them back in this point and click RPG adventure. Role-Playing/Third-Person Real-Time. Supports multiple-system linking. Released 1992. #670-2094.

- ❑ **Cutthroat Island** **Acclaim** **\$4/R3**
Developed by Software Creations. Based on the 1995 action/adventure film starring Geena Davis and Matthew Modine. Take control of Morgan Adams, a female pirate, on her quest to find treasure on Cutthroat Island. Fortunately, she is not alone. Battle fellow pirates in sword fights and brawls in order to reach the gold first. Action/Platform/Hack & Slash. Released 1995. #T-81338.

- ❑ **Deep Duck Trouble w/ Donald Duck** **Majesco** **\$3/R1 +**
Developed by Disney. Play as Donald Duck as he journeys through jungles, volcanoes and mountain terrain. Kick blocks and other items onto the enemies in order to defeat them in this side-scrolling adventure. Action/Platform/Scrolling Screen. ©1993 Disney.

- ❑ **Deep Duck Trouble w/ Donald Duck** **Sega** **\$3/R1 +**
Developed by Disney. Play as Donald Duck as he journeys through jungles, volcanoes and mountain terrain. Kick blocks and other items onto the enemies in order to defeat them in this side-scrolling adventure. Action/Platform/Scrolling Screen. Released 1994. ©1993 Disney. #670-2538.

- ❑ **Defenders of Oasis** **Sega** **\$5/R4**
Developed by Sega. Catchy music and nice backgrounds really add to this RPG experience. Role-Playing/Third-Person Real-Time. Released 1992. #670-2538.

- ❑ **Desert Speedtrap w/ Road Runner** **Sega** **\$4/R2**
Developed by Probe. Ever wanted to play as the Road Runner? Well now you can as you avoid traps placed by none other than Wild E. Coyote. This game really captures the feel of the cartoon. Action/Platform/Scrolling Screen. Released 1994. #3543.

- ❑ **Desert Strike: Return to the Gulf** **Domark** **\$2/R3**
Developed by Tiertex Ltd. If you like helicopters and blowing things up, this game is for you. Your mission is to save the world from a psychotic madman before he starts WWII. Along the way you will

blow up air fields, radar sites, rescue hostages and more. Shooter/360 Degrees. Released 1992.

- ❑ **Devilish** **Sega** **\$4/R3**
Developed by Sage's Creation. A very fresh take on the classic Breakout. Take control of up to three paddles at the same time through graveyard play fields and more. Action/Pong-Style. Released 1991.

- ❑ **Donald Duck: The Lucky Dime Caper** **Sega** **\$3/R3**
Developed by Disney. You are on a mission to save Huey, Dewey and Louie from the wicked Magica De Spell who has also stolen four lucky dimes that could make her rich. Once again you play as Donald Duck, except this time he uses a mallet as his main weapon. Released 1992. #670-1746.

- ❑ **Double Dragon** **Virgin** **\$10/R6**
Developed by Technos. Based on the 1987 Taito coin-op. Play as Billy Lee and use your martial arts skills to take on crime in this classic beat'em up. Along the way you can also pick up guns and knives. Fighting/Side-Scrolling. Released 1993.

- ❑ **Dr. Robotnik's Mean Bean Machine** **Sega** **\$5/R2 +**
Developed by Compile. Puyo Puyo Pop fans rejoice as this puzzle game from the Sonic franchise truly captures the Puyo feel. Great sound effects and addicting game play will have you up all night playing. Puzzle/Action. Supports multiple-system linking. Released 1994. #670-4127.

- ❑ **Dragon Crystal** **Sega** **\$3/R2 +**
Developed by Sega. A unique open ended RPG with a bit of hack and slash thrown in. Role-Playing/Third-Person Real-Time. Released 1990. #2305.

- ❑ **Dragon: The Bruce Lee Story** **Acclaim** **\$3/R1**
Developed by Virgin. Based on the 1993 action biography starring Jason Scott Lee. For the first time, you get to play as legend Bruce Lee in a side-scrolling martial arts adventure. Play through locations from the movie starring Jason Scott Lee. Fighting/Side-Scrolling. Released 1993. ©1993 Universal City Studios, Inc.

- ❑ **Dynamite Headdy** **Sega** **\$5/R2**
Developed by Treasure. Very colorful graphics and a cool main character who shoots his head at enemies. Action/Platform/Scrolling Screen. EASTER EGGS: If you look closely at the first level, you will see Sega and Treasure signs. Released 1994.

- ❑ **Earthworm Jim** **Playmates** **\$10/R4**
Developed by Shiny Entertainment. Earthworm Jim, created by Doug Tenaple, is one of those classic characters in video gaming. This video game series is so successful that there were figures and even a cartoon series created from it. Zany humor, characters and story that has you using your head as a whip. Oh, yeah... did we mention cow launching? Groooooovy! Action/Platform/Shooter. PERIODICALS: Flux magazine gave this game an A rating. Released 1995.

- ❑ **Ecco 2: Tides of Time** **Sega** **\$3/R1**
Developed by Novotrade. Ecco returns in a sequel to hid 1994 adventure. Action/Platform/Scrolling Screen. Released 1995. #2541.

- ❑ **Ecco the Dolphin** **Sega** **\$2/R1**
Developed by Novotrade. At the time, nobody had ever really seen a game like Ecco the Dolphin before. A very relaxing game that allows you to interact with other dolphins to aid you on your quest. Action/Platform/Scrolling Screen. Released 1994. #670-3544.

- ❑ **Evander "Real Deal"** **Sega** **\$3/R2**

Holyfield Boxing

Developed by Novotrade. One of the first boxing games that allows you to create your own boxer. Sports/Boxing. Released 1992. #670-2537.

- F-15 Strike Eagle II** **Microprose** **\$8/R3**
Developed by WMS Software. Choose from unlockable seven missions in this air combat game, putting you right inside the cockpit of a F-15. Simulation/Air Vehicle Combat. Released 1993.
- Fantastic Dizzy** **Codemasters** **\$12/R6**
- Fantasy Zone** **Sega** **\$10/R5 +**
Developed by Sanritsu. Based on the 1985 Sega coin-op. A psychedelic, kid-friendly take on Defender and by psychedelic we mean very colorful. Maneuver your space ship from left to right across the screen. Released 1992. #670-1998.
- Fatal Fury Special** **Takara** **\$7/R4**
Developed by Takara. Based on the 1993 SNK coin-op. All the bone crushing action from the Neo-Geo version can be found here. Now you can play Fatal Fury anywhere with nine fighters to choose from. Fighting/Tournament Style. Released 1994.
- FIFA International Soccer** **Electronic Arts** **\$2/R2**
Developed by Tiertex Ltd. You know when EA does sports it's going to be good. Choose a team from any country and see if you can make it to the World Cup. Sports/Soccer. Released 1994. #7423.
- FIFA Soccer '96** **Electronic Arts** **\$3/R3**
Developed by Black Pearl/Probe. Updated stats and new modes along with some familiar game play. Sports/Soccer. Released 1995.
- FM Stereo Tuner** **Sega** **\$5/R3**
- Foreman For Real Boxing** **Acclaim** **\$2/R1**
Developed by Software Creations. Not only can you play as George Foreman but you can also choose from 19 other boxers. Also features some very fluid animations. Sports/Boxing. Released 1995.
- Formula One Racing** **Domark** **\$4/R3**
Developed by Teque. Prepare to qualify... choose between arcade or grand prix mode and get ready to burn some rubber in this Indy car racer. Very similar to the arcade classic, Pole Position. Racing/F1/Indy/Stock Cars. Supports multiple-system linking. Released 1994.
- Frank Thomas Big Hurt Baseball** **Acclaim** **\$3/R2**
Developed by Realtime Associates. Pick a team from one of 28 states and play some ball. This game features nice character models and everyone's favorite, Home Run Derby. Sports/Baseball. Released 1995.
- Fred Couples Golf** **Sega** **\$2/R1**
Developed by Sega. A very detailed golf simulator sure to please real pros and gamers alike. Sports/Golf. Released 1995. #2529.
- Game Genie** **Galoob** **\$7/R2**
- Garfield: Caught in the Act** **Sega** **\$8/R3**
Developed by Novotrade. Play as Garfield, the lazy lasagna-eating cat with an attitude created by Jim Davis. Garfield is sucked into different TV shows similar to that of the Gex series. Action/Platform/Scrolling Screen. Released 1995. ©1995 Jim Davis.
- Gear Works** **Sony** **\$5/R3**
Developed by Teque. A cross between a mind-bending puzzle game and the organization skills of SimCity. Simulation/Resource Management. Released 1994.
- George Foreman's KO Boxing** **Flying Edge** **\$2/R1**

Developed by Sims Co LTD. George Foreman's first outing on the Game Gear where you play as the man himself fighting for title belt. Flying Edge was a division of Acclaim. Sports/Boxing. Supports multiple-system linking. Released 1992.

- Global Gladiators** **Virgin** **\$4/R5**
Developed by Virgin. This game can easily be enjoyed by both adults and children. Play through slime invested worlds in this McDonald's licensed adventure. Everybody come on, put a smile on. Action/Platform/Shooter.
- G-Loc: Air Battle** **Sega** **\$3/R2**
Developed by AM2 (Sega). Destroy tanks, warships and air vehicles in a wide variety of missions. Shooter/First-Person Vehicle Shooter. Released 1991. #2301.
- Greendog: The Beached Surfer Dude!** **Sega** **\$5/R3**
Developed by Sega. Like totally awesome dude. Use your Frisbee-like weapon to defeat leaping frogs, seagulls, bores, jumping fish and more. Action/Platform/Scrolling Screen. Released 1993. #2963.
- Halley Wars** **Sega** **\$3/R4**
Developed by Taito. From the creators of Space Invaders comes one of the only vertical space shooters on the Game Gear. Fans of this genre should give this one a shot. Shooter/Vertical Scrolling. Released 1991. #670-1722.
- Home Alone** **Sega** **\$7/R3**
Developed by Sega. Play as Kevin from the movie as you go around your house setting booby traps to capture two burglars, Mary and Harry. Action/Platform/Scrolling Screen. Released 1992. #2532.
- Hook** **Sony** **\$3/R2**
Developed by Spidersoft. It's a bird, it's a plane, it's...Peter Pan. Based on the movie of the same name, you play as a grown up Peter Pan on a mission to save his children from Captain Hook in Neverland. Action/Platform/Hack & Slash. Released 1992. ©1991 Tri-Star Pictures, Inc.
- Hurricanes, The** **US Gold** **\$12/R6**
Developed by ARC Developments. Based on the cartoon series, you play as a blonde-haired soccer player who defeats his enemies with his soccer ball in this grown up version of Marko. Action/Platform/Scrolling Screen. Released 1994. ©1994 Dic Animation.
- Incredible Crash Dummies, The** **Sega** **\$3/R2**
Developed by Software Creations. Various missions will have you playing as a stunt dummy jumping from a building on fire, while others will have you crash-testing your vehicle. Action/Platform/Fixed Screen. Released 1993.
- Incredible Hulk, The** **US Gold** **\$5/R3**
Developed by Probe. A side-scrolling beat'em up that has you pounding your enemies as the green super hero himself. Be careful though, if you take too much damage you change back to your human self. Hulk Smash! Fighting/Side-Scrolling. Released 1994. ©1994 Marvel Entertainment Group Inc.
- Indiana Jones and the Last Crusade** **US Gold** **\$7/R3**
Developed by LucasFilm Games. Play as the fedora wearing, whip wielding, archeologist known as Indiana Jones. Re-live and play through scenes from the last movie. "Snakes... why did it have to be snakes..." Action/Platform/Scrolling Screen. Released 1992. ©1992 Lucas Film.
- Iron Man/X-O Manowar in Heavy Metal** **Acclaim** **\$5/R4**
Developed by Realtime Associates. Take control of either Iron Man

or X-O Man-o-War each with their own super powers. Battle such villains as Yellow Jacket and Blackout. Fighting/Side-Scrolling. Released 1996. ©1996 Marvel Characters, Inc.

- James Bond II: Codename Robocod** **US Gold** **\$4/R4**
Developed by Tiertex Ltd. If James Bond was a fish, this is who he would be. You are secret agent James Bond, in this underwater espionage sequel. Action/Platform/Scrolling Screen. Released 1993.
- Jeopardy!** **GameTek** **\$2/R3**
Developed by GameTek. Based on the hit TV Game show of the same name. Jeopardy! will exercise your brain with complex trivia questions. Traditional/Game Show. Released 1993. ©1993 Jeopardy Productions, Inc.
- Jeopardy! Sports Edition** **GameTek** **\$5/R3**
Developed by GameTek. Exact same game play as the original Jeopardy, only this time around you are quizzed on your sports knowledge. Traditional/Game Show. Released 1994. ©1994 Jeopardy Productions, Inc. #T-83078.
- Joe Montana Football** **Sega** **\$2/R1**
Developed by Sega. Sega's equivalent to EA's Madden at the time. Sega had Joe Montana as their cover boy while EA had John Madden. Sports/Football. Released 1992. #670-1738.
- Judge Dredd** **Acclaim** **\$4/R2**
Developed by Probe. Based on the 1995 Sylvester Stallone action/sci-fi movie, which was in turn based on a long-running DC comic book series. Based on the 1995 movie starring Sylvester Stallone as Judge Joseph Dredd from the DC comic book series. This game follows the movie plot very closely and really captures the feel. "I am the law! Drop your weapons!" Action/Platform/Shooter. Released 1995. ©1995 Cinerigi Pictures Entertainment Inc.
- Junction** **Micronet** **\$8/R6**
Developed by Micronet. To this day we have not seen a logic game quite like this one. Except on Sega Genesis, that is. Puzzle/Logic. Released 1991. #T-22018.
- Jungle Book, The (Disney's)** **Majesco** **\$3/R1**
Developed by Virgin. Play as Mowgli and interact with characters from Disney's hit animated film. Throw your bananas at monkeys, cobras and other enemies. Action/Platform/Scrolling Screen. ©1994 The Walt Disney Company.
- Jungle Book, The (Disney's)** **Virgin** **\$3/R1**
Developed by Virgin. Play as Mowgli and interact with characters from Disney's hit animated film. Throw your bananas at monkeys, cobras and other enemies. Action/Platform/Scrolling Screen. Released 1994. ©1994 The Walt Disney Company.
- Jungle Strike: The Sequel to Desert Strike** **Black Pearl** **\$4/R2**
Desert Strike fans rejoice in this sequel. Similar game play, different story and locations. Black Pearl was a division of T*HQ. Shooter/360 Degrees.
- Jurassic Park** **Sega** **\$5/R2 +**
Developed by Amblin. Based on Steven Spielberg's 1992 hit movie. Play as Dr. Allen Grant as you shoot dinosaurs from your vehicle. Action/Platform/Shooter. Released 1993. ©1992 Universal City Studios, Inc. #2511.
- Kawasaki Superbike Challenge** **Domark** **\$2/R3**
Developed by Domark. Those searching for a motorcycle sim on the Game Gear, look no further. Racing/Motocross/Cycle. Released 1995.

- Klax** **Tengen** **\$7/R3**
Developed by Tengen. Based on the 1989 Atari coin-op. Tengen's very addictive puzzle game that is up there with Tetris and Columns. Puzzle/Action. Released 1992.
- Last Action Hero** **Sony** **\$4/R2**
Developed by Bits. Based on the 1993 movie starring the governor. A side-scrolling action/adventure that puts you in the role of loner cop, Jack Slater. Fighting/Side-Scrolling. Released 1993. ©1993 Columbia Pictures.
- Legend of Illusion starring Mickey Mouse** **Sega** **\$5/R1**
Developed by Disney. Play as Mickey Mouse on a quest to find the Legendary Water of Life in order to save King Pete's Kingdom and the Town Village. Action/Platform/Scrolling Screen. Released 1994. ©1994 Disney. #2533.
- Lemmings** **Sega** **\$10/R3**
Developed by DMA Design. Control a group of green-haired Lemmings and have them work together as they dig holes in the ground. Puzzle/Logic. Released 1992.
- Lion King, The (Disney's)** **Majesco** **\$3/R1**
Developed by Virgin. As with Aladdin, The Lion King was also a huge hit for Disney, with its stunning animation and music. Once again, the video game captures the feel of the movie in every way, including the hit soundtrack. Action/Platform/Scrolling Screen. ©1994 Disney.
- Lion King, The (Disney's)** **Virgin** **\$3/R1**
Developed by Virgin. As with Aladdin, The Lion King was also a huge hit for Disney, with its stunning animation and music. Once again, the video game captures the feel of the movie in every way, including the hit soundtrack. Action/Platform/Scrolling Screen. Released 1994. ©1994 Disney. #2549.
- Lost World, The: Jurassic Park** **Sega** **\$12/R5**
#2574.
- Madden NFL '95** **Electronic Arts** **\$2/R1**
Developed by Tiertex Ltd. Madden '95 truly captures the feel of watching a football game with an introduction by John Madden himself. Play all the bone crushing action as seen on TV. Sports/Football. LANDMARK: The first Madden game to debut on the Game Gear. Released 1995. #7449.
- Madden NFL '96** **Electronic Arts** **\$2/R1**
Developed by Tiertex Ltd. It is interesting to note that Madden '96 is not licensed by the NFL, so you will not be able to play as any of the pro teams like in earlier versions. Sports/Football. Released 1996.
- Majors Pro Baseball, The** **Sega** **\$3/R1**
Developed by Sega. Nice animations and the pennant mode really shine in this baseball game. Sports/Baseball. Supports multiple-system linking. Released 1992. #2418.
- Marble Madness** **Tengen** **\$7/R3**
Developed by Tengen. Based on the 1984 Atari Games coin-op. Created by video game veteran, Mark Cerny, Marble Madness has you controlling a marble through a playfield full of traps, sharp turns and more as you make your way to the goal. Marble Madness is the precursor to games like Super Monkey Ball. Released 1992.
- Marko** **Domark** **\$12/R6**
a.k.a. Marko's Magic Football
Developed by Domark. Large, detailed graphics stand out in this adventure game, where you control Marko and defeat enemies with your magic soccer ball. Action/Platform/Scrolling Screen.

Released 1994.

- Mega Man** **US Gold** **\$15/R5**
Developed by Freestyle Software. Join Mega Man as he battles Dr. Wily and his evil robot followers: Stone Man, Napalm Man, Bright Man and Star Man in this remake of sorts to original Mega Man which debuted on the Nintendo Entertainment System. Action/Platform/Scrolling Screen. LANDMARK: First Mega Man game to debut on a non-Nintendo system. Released 1994. #T-79168.
- Mickey Mouse: Land of Illusion** **Sega** **\$5/R3**
Developed by Disney. Action/Platform/Scrolling Screen. #2509.
- Mickey's Ultimate Challenge** **Hi-Tech Express** **\$7/R3**
Developed by Designer Software. An educational title featuring Mickey and Minnie Mouse in Middle Earth. Educational/General. Released 1994. ©1994 The Walt Disney Company.
- Micro Machines** **Codemasters** **\$7/R4**
Developed by Codemasters. A mixture of car and boat racing with 11 zany characters to choose from. Racing/Miscellaneous Racing. LANDMARK: One of the first Game Gear games that allows two players to play on one screen at the same time. Released 1993.
- Mighty Morphin' Power Rangers** **Sega** **\$3/R1**
Developed by Banpresto. Based on the TV show created by Saban. Play as either the blue, pink, red, black or yellow Power Ranger as you take on hordes of enemies including the Putty Patrol, in order to advance to the next stage. Fighting/Tournament Style. Supports multiple-system linking. Released 1994. ©1994 Saban Entertainment, Inc. #2546.
- Mighty Morphin' Power Rangers: The Movie** **Sega** **\$3/R1**
Developed by Banpresto. Based on the movie, which is based on the TV show. Now you can play as the White Ranger in this one-on-one fighting game. Fighting/Tournament Style. Released 1995. ©1995 Saban Entertainment, Inc. #2564.
- MLBPA Baseball** **Electronic Arts** **\$2/R2**
Developed by Beam Software. A nice team select layout, not often seen in other baseball games. Sports/Baseball. Released 1995. #7436.
- Mortal Kombat** **Arena** **\$5/R1**
Developed by Probe. Based on the 1992 Midway coin-op. It has begun! A port of the Sega Genesis and arcade versions. One of the most controversial games which ultimately led to the formation of the ESRB. Arena was a division of Acclaim Entertainment through most of the 90's. Fighting/Tournament Style. Supports multiple-system linking. Released 1993. #T-81278.
- Mortal Kombat II** **Acclaim** **\$8/R1**
Developed by Probe. Based on the 1993 Midway coin-op. It has begun again! A port of the Sega Genesis and arcade versions. This time around you get to play as new characters such as Baraka and Kung Lao. Fighting/Tournament Style. Supports multiple-system linking. Released 1994.
- Ms. Pac-Man** **Majesco** **\$3/R1**
Developed by Namco. Based on the 1981 Midway coin-op. One of the most successful arcade games of all time can now be played on the go in this very faithful conversion. 34639 Action/Maze Collect. Released 1993.
- Ms. Pac-Man** **Namco** **\$3/R1**
Developed by Namco. Based on the 1981 Midway coin-op. One of the most successful arcade games of all time can now be played on the go in this very faithful conversion. 34639 Action/Maze Collect. Released 1993.

- NBA Action w/ David Robinson** **Sega** **\$3/R1**
Developed by Sega. David Robinson is the poster boy for this NBA title. Sports/Basketball. Released 1994.
- NBA Jam** **Arena** **\$2/R1**
Developed by Iguana. Based on the 1993 Midway coin-op. Original arcade game designed by Steve "Snake" Palmer and Mark Turmell. If you are looking for fast paced 2-on-2 arcade action basketball, then you have come to the right place. This game features super dunks, characters on fire, very entertaining commentary, and Bill Clinton. Yes, that's right... you can play as Bill Clinton among other celebrity characters that can be unlocked. Arena was a division of Acclaim Entertainment through most of the 90's. Sports/Basketball. Released 1993.
- NBA Jam Tournament Edition** **Acclaim** **\$5/R2**
Developed by Iguana. Based on the 1993 Midway coin-op. All the fun from the original can be found here. Features a new practice mode not seen in the original, to enhance your skills. Is it the shoes? Sports/Basketball. Released 1994. #T-81308.
- NFL '95** **Sega** **\$3/R1**
Developed by Sega. Choose from 28 officially licensed NFL teams. Sports/Football. Supports multiple-system linking. Released 1994. #2518.
- NFL Quarterback Club** **Acclaim** **\$3/R1**
Developed by Condor. Play through pre-season or playoff modes. Sports/Football. Released 1994.
- NFL Quarterback Club '96** **Acclaim** **\$3/R1**
Developed by Condor. Updated stats can be found in this sequel to 1994's NFL Quarterback Club. Sports/Football. Released 1995. #T-81378.
- NHL All-Star Hockey** **Sega** **\$3/R1**
Developed by Gray Matter. 28 officially licensed NHL teams to choose from. Sports/Hockey. Released 1995. #2534.
- NHL Hockey** **Electronic Arts** **\$2/R1**
Developed by High Score/Real Time Associates. EA Sports, it's in the game. EA's own version of hockey that does not disappoint, even to this day. Sports/Hockey. Released 1995. #7431.
- Ninja Gaiden** **Sega** **\$8/R5 +**
Developed by Sega. Based on the 1988 Tecmo coin-op. Play as ninja master Ryu Hayabusha in this hack & slash gem. Action/Platform/Hack & Slash. Released 1991. #670-1736.
- Olympic Gold: Barcelona '92** **US Gold** **\$3/R1**
Play through various sporting events from the 1992 Barcelona Olympics. Sports/Multi-Sports. Released 1992.
- Out Run Europa** **US Gold** **\$7/R5**
Developed by Probe. What could be better than cruising the open road in a red convertible, one hand on the wheel and the other around a beautiful blonde. The Out Run series was created by master mind and legend Yu Suzuki. In Out Run Europa you step out of the convertible and onto a motorcycle. Racing/Street Racing. Released 1992.
- Pac-Attack** **Namco** **\$6/R3**
Developed by Namco. An addicting Baku Baku like puzzle game featuring Pac-Man and the gang. Puzzle/Action. Supports multiple-system linking. Released 1994. #T-14058.
- Pac-Man** **Majesco** **\$3/R1**
Developed by Namco. Based on the 1980 Namco coin-op. Original arcade game designed by Toru Iwatani. Another very faithful conversion of Pac-Man that can be played anywhere. Action/Maze Collect.

- Pac-Man** **Namco** **\$3/R1**
Developed by Namco. Based on the 1980 Namco coin-op. Original arcade game designed by Toru Iwatani. Another very faithful conversion of Pac-Man that can be played anywhere. Action/Maze Collect. Released 1991.
- Paperboy** **Tengen** **\$7/R2**
Developed by Tiertex Ltd. Based on the 1984 Atari Games coin-op. Ride on your bike and deliver newspapers, The Daily Sun. Be on the look out for obstacles such as lawnmowers, cars, kids on bikes, dogs chasing after you and more. Shooter/360 Degrees. Released 1992.
- Paperboy 2** **Tengen** **\$9/R4**
Sequel to 1992's Paperboy. This time around you get play as a female. Shooter/360 Degrees.
- Pengo** **Sega** **\$7/R6 +**
Developed by Sega. Based on the 1982 Sega coin-op. As Pengo, squash the Sno-bees in this maze game. Action/Maze Collect. Released 1991. #2202.
- PGA Tour '96** **Electronic Arts** **\$3/R1**
Developed by Black Pearl. Sports/Golf. Released 1996.
- PGA Tour Golf** **Tengen** **\$3/R1**
Developed by Sterling Silver Software. Sports/Golf. Released 1994.
- PGA Tour Golf II** **Time Warner** **\$3/R1**
Developed by Polygames. Sports/Golf. Released 1995. #T-48198.
- Phantom 2040** **Viacom** **\$4/R2**
Developed by Hearst Enter/Unexpected Dev. Based on the comic book hero created by Lee Falk. As Kit Walker AKA The Phantom, battle enemies through the jungle and other locations. Action/Platform/Shooter, Released 1995. ©1995 Hearst Entertainment, Inc. #T-139028.
- Pinball Dreams** **GameTek** **\$7/R4**
Traditional/Video Pinball. Released 1994.
- Poker Face Paul's Blackjack** **Sega** **\$3/R1**
Developed by Adrenalin/Spidersoft. Traditional/Casino Game. Released 1994. #2326.
- Poker Face Paul's Gin** **Sega** **\$3/R1**
Developed by Adrenalin Interactive. Choose from three characters to determine the level of difficulty: Jack (Easy), Jane (Medium) and Ming (Hard). Traditional/Card Games. Released 1994. #2328.
- Poker Face Paul's Poker** **Sega** **\$3/R1**
Developed by Adrenalin/Freestyle. Play nothing but Poker and 5 card stud in Vegas Casinos. Traditional/Casino Game. Released 1994. #2325.
- Poker Face Paul's Solitaire** **Sega** **\$3/R1**
Developed by Adrenalin/Spidersoft. Play various versions of one of the familiar card game. Traditional/Card Games. Released 1994. #2327.
- Popis** **Tengen** **\$6/R4**
Released 1992.
- Power Drive** **Sega** **\$5/R4**
Developed by Rage Software. Supports multiple-system linking.
- Predator 2** **Arena** **\$5/R3**
Developed by Acclaim. Arena was a division of Acclaim Entertainment through most of the 90's. Released 1993.
- Primal Rage** **Time Warner** **\$4/R2**
Developed by Probe. Based on the 1994 Atari Games coin-op.
- Choose from six prehistoric creatures: Sauron, Talon, Blizzard, Chaos, Armadon and Diablo in this one-on-one fighting game. Fighting/Tournament Style. Released 1995.
- Prince of Persia** **Domark** **\$4/R3**
Action/Platform/Scrolling Screen. Released 1992.
- Psychic World** **Sega** **\$3/R4 +**
Developed by Hertz. Features twin sisters, Lucia and Cecile. Side-scrolling adventure that has you on a mission to rescue Cecile from monsters that were experimented on by Dr. Knavik. Action/Platform/Shooter. Released 1991. #670-1382.
- Putt & Putter** **Sega** **\$5/R3**
Developed by Sega. Not your typical golf game. Move the cursor over objects and shoot to bounce golf ball off of them and into the hole. Sports/Golf. Supports multiple-system linking. Released 1991. #2307.
- R.C. Grand Prix** **Absolute** **\$3/R2**
Racing/F1/Indy/Stock Cars.
- RBI Baseball '94** **Tengen** **\$3/R1**
Developed by Tengen. Distinct graphics style stand out in Tengen's baseball feast. Sports/Baseball. Released 1994.
- Ren & Stimpy Show, The: Quest for the Shaven Yak** **Sega** **\$8/R2**
Developed by Realtime Associates. Happy, happy, joy, joy. We've seen every episode. Play as Chihuahua Ren Hoeck in this side-scrolling adventure based on one of the funniest cartoon series of all time. Action/Platform/Scrolling Screen. Released 1994. ©1993 Nickelodeon. #2548.
- Revenge of Drancon (aka Wonderboy)** **Sega** **\$3/R5 +**
Developed by Sega. Fans of the hit series Adventure Island will feel right at home here. Action/Platform/Scrolling Screen. Released 1991. #2302.
- Riddick Bowe Boxing** **Extreme** **\$3/R1**
Developed by Micronet. Play as one of 25 boxers including Riddick Bowe. Sports/Boxing. Released 1993.
- Rise of the Robots** **Time Warner** **\$5/R5**
Developed by TNT. One-on-one fighting game featuring futuristic time period and robots. Fighting/Tournament Style. Released 1995.
- Ristar** **Sega** **\$3/R2**
Developed by Sega. From the master minds that brought you Sonic the Hedgehog comes this absolute gem of a platformer featuring an animated star.. Action/Platform/Scrolling Screen. Released 1994. #2543.
- Road Rash** **US Gold** **\$5/R3 +**
Developed by Probe. Based on the Sega Genesis version. Punch, kick or bat your enemies for first place. Very memorable music. Racing/Motocross/Cycle. Released 1991.
- RoboCop 3** **Flying Edge** **\$4/R3**
Developed by Ocean. Based on the 1992 movie starring Robert John Burke as RoboCop. Flying Edge was a division of Acclaim. Action/Platform/Shooter. Released 1993. ©1992 Orion Pictures.
- RoboCop vs. Terminator** **Virgin** **\$6/R2**
Developed by NMS Software. This game is like peanut butter and jelly, it's a perfect match. A very bloody game with guts flying. A must for any RoboCop/Terminator fan. Action/Platform/Shooter. Released 1993. ©1993 Orion Pictures.
- Samurai Shodown** **Takara** **\$7/R3**
Developed by Takara. Based on the 1993 SNK coin-op. Choose

from nine fighters from the popular SNK series. A pretty solid conversion, however, there is no blood to be found. Fighting/Tournament Style. Released 1994.

- ☐ **Scratch Golf** **Vic Tokai** **\$3/R4**
 Developed by Sims Co LTD. In a way this is like a side-scrolling golf game where you don't actually see your golfer. Sports/Golf. Released 1994. #T-23018.
- ☐ **Shaq-Fu** **Electronic Arts** **\$2/R1**
 Developed by Tiertex Ltd. Play as just Shaq in the story mode or choose from one of six characters in the one-on-one duel mode. Fighting/Tournament Style. LANDMARK: The first game to feature star basketball player, Shaquille O'Neil in his own adventure. Released 1995.
- ☐ **Shining Force: The Sword of Hajya** **Sega** **\$15/R3 +**
 Developed by Sonic Team. RPG fans trust us, it is worth owning a Game Gear just for this game alone. Role-Playing/Turn-Based/Battle-Centric. Released 1994. #2524.
- ☐ **Shinobi** **Sega** **\$5/R2 +**
 Based on the 1987 Sega coin-op. Action/Platform/Hack & Slash. Released 1991. #2402.
- ☐ **Shinobi II** **Sega** **\$5/R2**
 Action/Platform/Hack & Slash.
- ☐ **Side Pocket** **Data East** **\$5/R2**
 Based on the 1986 Data East coin-op. Also a conversion of the Sega Genesis version and one of the only pool games on this system.
- ☐ **Simpsons, The: Bart vs. the Space Mutants** **Flying Edge** **\$7/R2**
 Developed by Imagineering Inc. Play as Bart Simpson in an alien invaded Springfield. Tell humans apart from aliens with x-ray glasses. Flying Edge was a division of Acclaim. Action/Platform/Scrolling Screen. Released 1992. ©1992 Twentieth Century Fox.
- ☐ **Simpsons, The: Bart vs. the World** **Flying Edge** **\$9/R3**
 Developed by ARC Developments. Play as Bart Simpson in different time periods. There are also mini games such as Memory to be had. Flying Edge was a division of Acclaim. Action/Platform/Scrolling Screen. Released 1993. ©1993 Twentieth Century Fox.
- ☐ **Simpsons, The: Bartman Meets Radioactive Man** **Flying Edge** **\$9/R4**
 Developed by Teeny Weeny Games. This time around you are Bartman as you team up with Fallout Boy to rescue Radioactive Man. Flying Edge was a division of Acclaim. Action/Platform/Scrolling Screen. Released 1993. ©1993 Twentieth Century Fox. #T-81168.
- ☐ **Simpsons, The: Itchy & Scratchy Game** **Acclaim** **\$12/R5**
 Developed by Bits. Action/Platform/Scrolling Screen. Released 1995. ©1994 Twentieth Century Fox.
- ☐ **Simpsons, The: Krusty's Funhouse** **Flying Edge** **\$8/R4**
 Developed by Audiogenic. Play as Krusty the Clown as you go around and clear out all the rats that are infesting your Fun House. Flying Edge was a division of Acclaim. Puzzle/Logic. Released 1993. ©1993 Twentieth Century Fox.
- ☐ **Slider** **Sega** **\$4/R3**
 Developed by Loriciel/Victor. A very colorful, fire themed maze game, similar to Pengo. You play as a fireball. Action/Maze Collect. Released 1991.

- ☐ **Solitaire Fun Pack** **Sega** **\$10/R6**
 Developed by Beam Software. Play 12 variations of Solitaire such as Klondike and Stone Wall. Traditional/Casino Game. Released 1994.
- ☐ **Solitaire Poker** **Sega** **\$5/R2**
 Traditional/Casino Game. Released 1991. #670-1676.
- ☐ **Sonic Blast** **Sega** **\$5/R4**
 #35370.
- ☐ **Sonic Chaos** **Majesco** **\$3/R1**
 Developed by Sonic Team. Play as either Sonic or Tails as they once again have to take on Dr. Robotnik. Action/Platform/Scrolling Screen. #34274.
- ☐ **Sonic Chaos** **Sega** **\$3/R1**
 Developed by Sonic Team. Play as either Sonic or Tails as they once again have to take on Dr. Robotnik. Action/Platform/Scrolling Screen. Released 1993. #670-3539.
- ☐ **Sonic Drift 2** **Sega** **\$12/R3 +**
 Developed by Sonic Team. A Mario Kart type game, featuring characters from the Sonic franchise including: Sonic, Tails, Amy, Eggman, Metal Sonic, Fang and Knuckles. Racing/Kart Racing. Released 1995. #2562.
- ☐ **Sonic Labyrinth** **Sega** **\$6/R3**
 Developed by Sonic Team. Collect keys and make your way to the goal while avoiding traps and enemies. Shooter/360 Degrees. #34759.
- ☐ **Sonic Pinball** **Majesco** **\$3/R1**
 Developed by Sega. A very addicting pinball game featuring Sonic the Hedgehog as the ball. Traditional/Video Pinball.
- ☐ **Sonic Pinball** **Sega** **\$3/R1**
 Developed by Sega. A very addicting pinball game featuring Sonic the Hedgehog as the ball. Traditional/Video Pinball. #34274.
- ☐ **Sonic the Hedgehog** **Sega** **\$4/R2**
 Developed by Sonic Team. Created by video game legend and mastermind, Yuji Naka-san. Action/Platform/Scrolling Screen. LANDMARK: First Sonic game to appear on the Game Gear. #33573.
- ☐ **Sonic the Hedgehog 2: Sonic and Tails** **Sega** **\$3/R1**
 Developed by Sonic Team. Probably the most popular Sonic game on the Game Gear. An all new Sonic game different from it's Genesis counterpart. Action/Platform/Scrolling Screen. BOX DESCRIPTION: "Sonic's back for another 2 fast, 2 cool adventure! Grab Power sneakers and turn Sonic into a blazing blur of super hedgehog power and speed. Bust through secret underground tunnels. Race over falling bridges. Soar to the clouds on bouncing springs. Pick u" #33604.
- ☐ **Sonic the Hedgehog: Triple Trouble** **Sega** **\$3/R1 +**
 Developed by Sonic Team. Play as either Sonic or Tails on a mission to retrieve the seven Chaos Emeralds that were stolen by Knuckles and Dr. Robotnik. Action/Platform/Scrolling Screen. #34639.
- ☐ **Space Harrier** **Sega** **\$6/R4**
 Developed by Sega. Based on the 1985 Sega coin-op. Another classic from legend Yu Suzuki. Move up, down, left or right as you shoot everything in your way in this third-person shooter. Shooter/Third-Person Shooter. Released 1991.
- ☐ **Spider-Man vs. the Kingpin** **Flying Edge** **\$5/R2**
 Play as Spider-Man as he takes on the Kingpin. Flying Edge was a division of Acclaim. Fighting/Side-Scrolling. Released 1992.
- ☐ **Spider-Man/X-Men: LJN** **\$5/R2**

Arcade's Revenge

Developed by Software Creations. What an amazing team up. Play as various characters from the Spider-Man and X-Men universe as they team up to help each other. Fighting/Side-Scrolling. Released 1992.

- ☐ **Spider-Man: Return of the Sinister Six** Flying Edge \$7/R3
Once again you take control of your friendly neighborhood Spider-Man. Flying Edge was a division of Acclaim. Fighting/Side-Scrolling.
- ☐ **Sports Illustrated Championship Football/Baseball** Sega \$3/R3
Developed by Black Pearl/Unexpected Development. The only sports game on the Game Gear that lets you either play baseball or football on one cart. Sports/Multi-Sports. Released 1995.
- ☐ **Sports Illustrated Golf** Sega \$7/R4
Sports Illustrated's first golf game for the Game Gear. Sports/Golf.
- ☐ **Sports Trivia Championship Edition** Sega \$2/R1
Developed by Adrenalin Interactive. Answer trivia questions in order to gain yardage and score a touchdown. Puzzle/Trivia/Quiz. Released 1995. #2450.
- ☐ **Star Trek Generations** Absolute \$5/R3
- ☐ **Star Trek: The Next Generation: Advanced Holodeck Tutorial** Absolute \$7/R4
Developed by Absolute. Trekkies rejoice, now you finally get to control and maintain the Enterprise. Simulation/Space Combat. Released 1994. ©1994 Paramount Pictures.
- ☐ **Star Wars** US Gold \$10/R3
Developed by LucasArts. Play as Princess Leia in this shooter based off the insanely popular trilogy created by George Lucas. Action/Platform/Shooter. Released 1993. ©1993 Lucas Film.
- ☐ **Stargate** Acclaim \$5/R2
Developed by Probe. Based on the 1994 sci-fi movie starring Kurt Russell. Solve very challenging hieroglyphic puzzles. Released 1993. ©1994 Le Studio Canal. #T-81298.
- ☐ **Streets of Rage** Sega \$3/R3 +
Developed by Sega. Features breathtaking music composed by Yuzo Koshiro. Choose between the video game playing Axel or female Blaze as they clean up the streets. An absolute must have for every beat'em and Game Gear fan. Fighting/Side-Scrolling. Released 1992. #2417.
- ☐ **Streets of Rage 2** Sega \$5/R2 +
Developed by Sega. More outstanding music composed by Yuzo Koshiro. Choose between Axel, Blaze or newcomer, Skate. Takes place one year after the original. An absolute must have for every beat'em and Game Gear fan. Fighting/Side-Scrolling. Released 1993. #670-3485.
- ☐ **Strider III** Unknown \$12/R5
Action/Platform/Hack & Slash.
- ☐ **Strider Returns: Journey from Darkness** US Gold \$6/R2
Developed by US Gold. Strider's all new adventure on the Game Gear. Very fluid animation and sound effects similar to the Sega Genesis version. Action/Platform/Hack & Slash. Released 1991.
- ☐ **Super Battletank** Majesco \$3/R1
Developed by Sega. Simulation/Land Vehicle Combat.
- ☐ **Super Battletank** Sega \$3/R1

Developed by Sega. Simulation/Land Vehicle Combat.

- ☐ **Super Columns** Sega \$3/R1
Developed by Sega. An advanced version of Columns, featuring a story mode. Puzzle/Action. Supports multiple-system linking. Released 1995. #2449.
- ☐ **Super Golf** Sega \$6/R4
Developed by Sigma. Similar to Hot Shots Golf. Play as one of four characters. Sports/Golf. Released 1992.
- ☐ **Super Monaco GP** Sega \$3/R1
Developed by Sega. Based on the 1989 Sega coin-op. Racing/Motocross/Cycle. Released 1991.
- ☐ **Super Off-Road** Virgin \$5/R3
Developed by Leland/GraftGold. Race around a dirt tracks and other trucks in an overhead view. Racing/Rally/Off-Road. Released 1992.
- ☐ **Super Smash TV** Flying Edge \$4/R1
Developed by Probe. Features fast, frantic gameplay and controls similar to the arcade classic, Robotron: 2048. Shoot enemies in order to make more loot. Flying Edge was a division of Acclaim. Shooter/360 Degrees. Released 1992.
- ☐ **Super Space Invaders** Taito \$15/R5 +
Developed by The Kremlin. An amazing enhanced version of Taito's arcade classic. Definitely worth tracking down. Shooter/Fixed-Screen. Supports multiple-system linking.
- ☐ **Super Star Wars: Return of the Jedi** Sega \$7/R3
Developed by Black Pearl. Based on George Lucas' movie trilogy. Play as either Luke Skywalker, Princess Leia or Chewbacca in this light-saber battle feast. Nice wookiee... nice... Action/Platform/Hack & Slash. Released 1995.
- ☐ **Surf Ninjas** Sega \$4/R1
Developed by Sega. A beat'em up based on the 1993 movie. Fighting/Side-Scrolling. Released 1993. ©1993 New Line Cinema. #2510.
- ☐ **T2: Terminator 2 Judgment Day** Flying Edge \$5/R3
Developed by ARC Developments. Relive scenes from the movie as you play as the Terminator in this beat'em up. Flying Edge was a division of Acclaim. Fighting/Side-Scrolling. Released 1993. ©1993 Carolco Pictures.
- ☐ **T2: The Arcade Game** Arena \$3/R1
Developed by Probe. Based on the 1991 Bally Midway coin-op. Based on the James Cameron movie. Follow the events of the movie in this action packed shooter. Arena was a division of Acclaim Entertainment through most of the 90's. Shooter/First-Person Shooter. Released 1994. ©1993 Carolco Pictures.
- ☐ **Tails Adventure** Sega \$8/R5
Developed by Sega. Play as Tails as you fly and throw bombs at your enemies. Action/Platform/Scrolling Screen. LANDMARK: The first game in the Sonic franchise where you play as just Tails. Released 1995. #2583.
- ☐ **TaleSpin** Sega \$5/R2
Developed by Sega. Based on the Disney cartoon of the same name. Play as either Baloo or Kit. Action/Platform/Scrolling Screen. Released 1993. ©1993 The Walt Disney Company. #670-2528.
- ☐ **Taz in Escape from Mars** Sega \$3/R1
Developed by Sega. Play as Taz in Mars and battle space creatures. Also features Marvin the Martian. Action/Platform/Scrolling Screen. Released 1995. ©1994 Warner

Bros. #2538.

□ Taz-Mania Sega \$3/R1

Developed by Sega. Based on the cartoon series of the same name. Play as Taz in his search for lost seabirds. Action/Platform/Scrolling Screen. Released 1992. ©1992 Warner Bros. #2527.

□ Tempo Jr. Sega \$7/R5

Developed by Red. A very colorful and detailed game, a "Sega Club" title. Action/Platform/Scrolling Screen. Released 1995.

□ Terminator, The Virgin \$5/R2

Developed by Probe. Based on the hit 1984 movie. Play as Kyle Reese and take down the Terminator. Action/Platform/Shooter. Released 1992. ©1984 Hemdale Film.

□ Tesserae GameTek \$3/R3

Developed by Eurocom. Flip the matching color shapes on top of each other in this addicting puzzle game. Puzzle/Action. Released 1993. #T-83028.

□ Tom & Jerry: The Movie Sega \$5/R2

Developed by Sega. Based on the movie which is based off the cartoon series. Play as Tom as you try and chase down Jerry. Action/Platform/Scrolling Screen. Released 1993. ©1993 Turner Entertainment. #670-3208.

□ Tony LaRussa Baseball Electronic Arts \$2/R1

Sports/Baseball.

□ True Lies Acclaim \$4/R2

Developed by Beam Software. Based on the 1994 movie featuring Arnold Schwarzenegger and Tom Arnold. Play through the story of the movie in an action packed overhead view. Shooter/360 Degrees. Released 1995. ©1994 Lightstorm Entertainment.

□ Trunski Unknown \$15/R6**□ Urban Strike: The Sequel to Jungle Strike Electronic Arts \$8/R5**

Developed by Black Pearl/Borta. The year is 2001 and America is in chaos. Fans of the series should not pass this one up. Shooter/360 Degrees. Released 1994.

□ USHRA Monster Truck Wars Acclaim \$6/R3

Developed by Gremlin Graphics. Combination of racing and car demolition featuring monster trucks. Racing/Combat/Demolition. Released 1994.

□ Vampire: Master of Darkness Sega \$5/R3

Developed by Sims Co LTD. Slay vampires in a creepy environment. Action/Platform/Hack & Slash. Released 1993. #2437.

□ Virtua Fighter: Animation Sega \$5/R2

Developed by AM2 (Sega). Fighting/Tournament Style. Released 1996. #2570.

□ VR Troopers Sega \$3/R1

Developed by Syrox Developments. Based on the TV series. Play as one of three Troopers: Ryan Steel, JB Reese or Kaitlin. Play through story mode or go one-on-one in battle mode. Fighting/Tournament Style. Released 1995. ©1995 Saban Entertainment, Inc. #2559.

□ We're Back! A Dinosaur's Tale Unknown \$8/R5

Action/Platform/Scrolling Screen.

□ Wheel of Fortune GameTek \$3/R1

Based on the popular TV series with Vanna White. Traditional/Game Show.

□ Wimbledon Championship Tennis Sega \$2/R2

Tennis

Sports/Tennis. Supports multiple-system linking. Released 1992. #2323.

□ Winter Olympics: Lillehammer '94 US Gold \$5/R2

Developed by US Gold. Based on the 1994 Olympics. Play such events as downhill skiing and more. Sports/Multi-Sports. Released 1993.

□ Wolfchild Virgin \$7/R3

Developed by Core Design. Platform/Shooter that allows you to change into a werewolf. Action/Platform/Shooter. Released 1993.

□ Wonder Boy: The Dragon's Trap Sega \$5/R4

Developed by Sega. Wonder Boy jumps out of the Sega Master System and into the Sega Genesis in this third installment to the series. Role-Playing/Side View Real-Time. Released 1992. #2422.

□ Woody Pop Sega \$3/R4 +

Developed by Sega. A Breakout-type game that features water, fire and ice elements. Action/Pong-Style. Released 1991. #670-1386.

□ World Class LeaderBoard Sega \$3/R1

Developed by Tiertex Ltd. Choose between four golf courses: St. Andrews, Gauntlet, Doral and Cypress Creek. Also, you can take turns with up to three people. Sports/Golf. Released 1991.

□ World Cup Soccer Tengen \$2/R1

Developed by Sims Co.. Tengen's first soccer game for the Game Gear. Play through the World Cup or exhibition modes. Sports/Golf. Supports multiple-system linking. Released 1993.

□ World Cup USA '94 US Gold \$3/R1

Developed by US Gold. Sports/Golf. Released 1994.

□ World Series Baseball Sega \$3/R1

Developed by Sega. Play in exhibition, pennant or versus modes. Sports/Baseball. Supports multiple-system linking. Released 1993. #2439.

□ World Series Baseball '95 Sega \$3/R1

Developed by Sega. New features and updated stats. Sports/Baseball. Supports multiple-system linking. Released 1994. #2537.

□ WWF Raw Acclaim \$5/R2

Developed by Realtime Associates. Features 10 pro wrestlers including The Undertaker, Yokozuna, Razor Ramon and more. Fighting/Wrestling. Released 1994.

□ WWF Wrestlemania Steel Flying Edge \$8/R4

Flying Edge was a division of Acclaim. Fighting/Wrestling.

□ X-Men Majesco \$3/R1

Developed by Sega. Based on the Marvel superhero comic book series. Play as either Wolverine or Cyclops. Fighting/Side-Scrolling. ©1993 Marvel Entertainment Group, Inc.

□ X-Men Sega \$3/R1

Developed by Sega. Based on the Marvel superhero comic book series. Play as either Wolverine or Cyclops. Fighting/Side-Scrolling. Released 1993. ©1993 Marvel Entertainment Group, Inc. #2505.

□ X-Men: Gamemaster's Legacy Sega \$5/R3

Developed by Sega. Based on the Marvel superhero comic book series. Play as either Storm or Cyclops. Fighting/Side-Scrolling. Released 1994. ©1994 Marvel Entertainment Group, Inc. #2531.

□ X-Men: Mojo World Sega \$5/R4

Developed by Sega. Based on the Marvel superhero comic book series. Play as either Wolverine or Rogue. Fighting/Side-Scrolling. Released 1996. ©1996 Marvel Characters, Inc. #2561.

- ☐ **Zool: Ninja of the Nth Dimension** **GameTek** **\$3/R2**

Developed by Infocom. An amazing platformer that deserves a sequel on next generation consoles. Action/Platform/Scrolling Screen. Released 1993.

- ☐ **Zoop** **Viacom** **\$6/R3**

Developed by HookStone/Influence. Puzzle game based on the Sega Genesis version. Puzzle/Action. Released 1995.

Total # of items in this section: **256**

HARDWARE AND PERIPHERALS

- ☐ **Master Gear Converter** **NESi** **\$10/R4**

Now for the first time, you could play all your SMS games on the go with your Game Gear. Similar to the Sega Nomad which let's you play your Genesis games on the go. Released 1991. #G-233.

- ☐ **Stereo FM Tuner** **StereoGear** **\$6/R3**

Listen all your favorite radio stations in your Game Gear.

- ☐ **TV Auto Tuner** **Sega** **\$30/R3**

Watch your local TV channels on your Game Gear. #HGG-3015.

Total # of items in this section: **3**

Total # of items in all: **259**

HISTORICAL NOTES

Launched in the USA 1991. Original retail price: \$149.99.

TECHNICAL NOTES

Processor: Z-80 (8-bit)
 Processor Speed: 3.58 MHz
 Memory: 8K RAM + 16K VRAM
 Resolution: 160 x 146
 Screen Size: 3.2 "
 Colors: 4,096
 Max Colors: 32 on-screen
 Maximum Sprites: 64 on-screen
 Sprite Size: 8 x 8
 Sound: 4-layer stereo
 Game Media: Cartridges

No problems using European carts on a US or Japanese system or vice-versa.



In 1997, Tiger Electronics, Ltd. diverged from their traditional line of pocket sized LCD games and made a cartridge-based system, what resulted was the Game.com. There were a total of three types of Game.com units, the Game.com, the Game.com Pro, and the Game.com Pro Light. All Game.com systems utilized a touch screen interface and came with a stylus pen used both to select internal functions and within certain games. Functions programmed into the unit itself were a calendar, calculator, address book, and solitaire game and all could be accessed before the game cartridge loaded or without a game in the slot. With all systems, there was also a high score manager that could save the user's high scores and could be posted to the internet later utilizing the software and hardware to connect

to the internet. There was a limited speech function that greeted the user upon power-up of the Game.com and when a cartridge was initialized to play. These were just the similarities; all the units had their differences.



The original silver Game.com was released in 1997 and utilized two game ports on the side that allowed the user to choose which game to access upon start up. It also contained the largest screen of the three and had a larger "footprint". The stylus pen was located on the front of the unit, just below the screen. The classic Game.com required four AA batteries to function and one CR2032 battery as a back up to save data from the internal programs. There were several variations of packaging which included both boxed units and "blister" packaging and a number of games were offered as pack-ins over the years, including **Henry**, **Wheel of Fortune**, **Lights Out**, **Batman & Robin**, and **Mortal Kombat Trilogy**.

Released in 1999, the Game.com Pro came in several see through colors including green, red, purple, and blue and was not backlit. The battery requirements for the Game.com Pro were reduced to two AA batteries and one CR2016. The Game.com Pro took a hit in cartridge ports though, as it was reduced to only one. It was much smaller than the classic silver Game.com and featured a smaller screen with the stylus pen moved to the back of the unit. The Game.com Pro also utilized a power saver function that would shut the unit off after three minutes of idle time.

Shortly thereafter, Tiger released a third revision to the Game.com line up. The new induction was the same specification wise as the Game.com Pro, but the newer version dubbed the Game.com Light featured a backlight function. The light could be turned on or off with a button located below the screen. Unlike the Game.com Pro, the Game.com Pro Light only came in one color: solid grey (which had a slight shimmer to it).

The concept of the original Game.com was indeed ambitious but was a little too late to compete with the massive library and following that Nintendo's Game Boy had. Besides the library issues, the Game.com had a blurry screen that was evident in many of the games, notably **Indy 500** and **Mortal Kombat Trilogy**. When the Game.com Pro and Light versions came out, they had to contend with the Color Game Boy and SNK's Neo Geo Pocket Color (which also had similar PDA-like functions) in US markets.

- Adrienne Barr

Section written and maintained by Adrienne Barr. Edited by Joe Santulli.

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete".

U.S. GAME RELEASES

USA

- Q Batman & Robin Tiger \$1/R1**
Based on the abysmal 1997 action/fantasy movie. Amongst all the interactive games and multi-carts on the system, this is one of the few platformers. This was also a game that came as a pack in for the regular Game.com blister packs. Action/Platform/Scrolling Screen. EASTER EGGS: For infinite lives, at the left screen press Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Up, Down. For unlimited weapons, while you're at the player select screen, press Up, Left, Down, A, C, D. For small characters on the options screen, BOX DESCRIPTION: "An evil chill confronts Batman and Robin. The sinister Mr. Freeze intends to remake Gotham City in the image of his own cold heart. Encouraged by the diabolical Poison Ivy, Mr. Freeze plans to steal all the city's diamonds. Playing as Batman or Robin, it's your mission to put these criminals in the cooler." Released 1997. ©1997 DC Comics. #71-709.
- Q Centipede Tiger \$2/R2**
Based on the 1980 Atari coin-op. Original arcade game designed by Donna Bailey. A warning from Tiger is to not put a second cartridge in the extra slot of 71-517. Shooter/Fixed-Screen. Supports multiple-system linking. BOX DESCRIPTION: "The insects are back...and this time it's personal! Fend off wave after wave of creepers and crawlers, from the Centipede winding its way through the mushrooms to all the spiders, fleas and scorpions from the arcade classic. Can you tame the garden? BE MIGHTY, OR BE MULCH! Includes: -Classic gameplay mode -Updated 90's version" Released 1999. ©1999 Hasbro, Atari. #71-755.
- Q Duke Nukem 3D Tiger \$3/R1**
3D FPS based on popular PC and PlayStation title. Shooter/Third-Person Shooter. EASTER EGGS: a) To instantly have all the keys and items, pause the game then press A, C, D, C and touch the lower right corner of the screen twice. b) To instantly have all weapons and full ammo, while playing pause the game and press B, A, D, A, D, D. BOX DESCRIPTION: "Hi-octane action at your fingertips! It's up to Duke Nukem to save the planet. Pull out your shotgun and start blasting as swarms of aliens gun for your head. Will you survive? Only if you can think fast and shoot faster. Remember: it's a frag-or-be-fragged world. -Built-in speech -3D style graphics -Incredible animation" Released 1997. ©1997 3D Realms, GT Interactive. #71-712.
- Q Fighters Megamix Tiger \$1/R1**
Combines characters from Virtua Fighter 2, Fighting Vipers, Daytona USA, and Virtua Cop into one large fighting game. Fighting/Tournament Style. Supports multiple-system linking. BOX DESCRIPTION: "It's Virtua Fighter 2 vs. Fighting Vipers! Two arcade smash hits, smashing into each other in the ultimate battle for supremacy. It's cutting edge combat. It's also filled with surprises: try to unlock your favorite characters from Daytona USA and Virtua Cop! This is fighting like you've never experience before! Play alone or, with the compete.com cable (available separately), play head-to-head against a friend for face-kicking, stomach-churning action." Released 1998. ©1998 Sega. #71-739.
- Q Frogger Tiger \$2/R2**
Based on the 1981 Konami coin-op. Action/Platform/Fixed Screen. Supports multiple-system linking. BOX DESCRIPTION: "How does

the Frog cross the road? CAREFULLY! With obstacles everywhere, this frog doesn't know where to hop! You'll need to guide its every leap across hazardous highways, its every bound over wild waterways. Watch out for trucks and disappearing lily pads. One wrong jump and your frogger is road kill...or fish food. BE READY, OR BE DEAD. Includes: -Classic gameplay mode -Updated 90's version." Released 1999. ©1999 Hasbro, Konami. #71-756.

- Q Henry Tiger \$4/R2**
One player Vs. the Computer named Henry. A memory matching game in which the player must match pictures and sounds in the form of a grid. Four in a row wins. This was also a game that came as a pack in for the regular Game.com blister packs. Puzzle/Trivia/Quiz. Supports multiple-system linking. BOX DESCRIPTION: "Guaranteed: This is the most frustrating, irritating, INFURIATING sound and memory game you'll ever play! Matching sounds and pictures on a game board sounds easy...but that's only because you haven't yet met Henry, the consummate confounder and master manipulator. An award-winning brain teaser! -Uses game.com's touch screen for ease-of-play -THOUSANDS of game combinations provide non-stop challenge -Easy to learn...impossible to master!" Released 1997. ©1997 Tiger. #71-728.
- Q Indy 500 Tiger \$1/R1**
Based on the 1995 Sega coin-op. Basic racer. Switchable between first and third car view. Steering becomes very frustrating on the Game.com's limited capabilities. Racing/F1/Indy/Stock Cars. EASTER EGGS: To win every time, play a game in 3rd person view (behind the car) then, press "PAUSE". Touch the TIMER and it should bring up the SECRET CODE LIST. Enter "DBCDBC". BOX DESCRIPTION: "START YOUR ENGINES! Then zoom around the curves and navigate the thrills of the Indianapolis Motor Speedway. Heart-pounding action. Nerve-defying risks. Punch it into high as you race to win. -Real Speech! -Killer sound and animation -Choice of cars and other game-play options -Realistic hazards and weather conditions -Hidden cars and other bonuses." Released 1997. ©Indianapolis Motor Speedway Corporation. #71-525.
- Q Jeopardy! Tiger \$2/R1**
Uses the Touch Pad for gameplay. Traditional/Game Show. Supports multiple-system linking. BOX DESCRIPTION: "It's All Here: The Challenge, Excitement and Thrill of one of America's favorite TV game shows. Test your knowledge with authentic puzzles. Then hone your skills as you prepare for...Final Jeopardy! -Easy to use touch screen interface -Great sound effects -For 1-3 players" Released 1997. ©1997 Columbia Tristar, Sony, Jeopardy Productions. #71-726.
- Q Lights Out Tiger \$1/R1**
Based on 1995 Tiger LED game of the same name. From the Game.com catalog: "This award-winning puzzle game generates billions of puzzle combinations-more than enough to keep your lights on for years! Includes three basic games, two different puzzle types per game and increasing levels of difficulty." Came as a pack in for the Game.com (regular style). Puzzle/Logic. Released 1997. ©1995 Tiger. #71-735.
- Q Lost World, The: Jurassic Park Tiger \$1/R1**
Action/Platform/Scrolling Screen. EASTER EGGS: To start any level with 9 lives, use these passwords for Tembo: 2: 5730d2l, 3: 5531d2j, 4: 5h32d26, 6: bcggdh. For Harding: 2: 573cd26, 4: 57qdf4, 5: 3cg2d2h. BOX DESCRIPTION: "Experience all the heart-pounding adventure of The Lost World, the sequel to Jurassic Park, one of the best-selling books and highest-grossing films of all time! You thought dinos are extinct? Well, think again. They're back - and they're all here! -Realistic graphics and animation -Sounds effects directly from the movie -6 levels of intense game play -Hidden features and surprises." Released 1997. ©1997 Universal Studios. #71-704.

- Monopoly** Tiger \$2/R1
Traditional/Board Game. BOX DESCRIPTION: "Pass GO - and go directly to fun! It's all here, the best-loved board games of all time. Play against Game.com or against your friends (up to 6 can compete). Trade railroads! Buy houses! Build hotels! GET RICH!!" Released 1998. ©1998 Hasbro. #71-752.
- Mortal Kombat Trilogy** Tiger \$1/R1
The slow movement of the Game.com doesn't make the previously great fighting game any easier to play. This was also a game that came as a pack in for the regular Game.com blister packs. Fighting/Tournament Style. Supports multiple-system linking. EASTER EGGS: To activate the "?" box on the Options menu, press Up, C, D, B. This allows you to turn on one-button fatalities, instant aggressor, and low damage. If you've enabled one-button fatalities, press one of the buttons below after you've defeated your opponent BOX DESCRIPTION: "This successor to the arcade megahits features the meanest of the mean and the baddest of the bad. If you think you've mastered the moves and out-bossed the bosses, think again! It's one-on-one action with one of the most successful martial arts series of all times. - Hundreds of animations - Head-to-head play option (separate compete.com cable required) - The most exciting characters and backgrounds of the arcade hits. - Non-stop challenge." Released 1997. ©1995 Midway. #71-711.
- Quiz Wiz: Cyber Trivia** Tiger \$3/R2
Uses the Touch Pad for gameplay. Based on 1993 Tiger Quiz Wiz handheld. Up to three Players can play from one system and choose questions from categories such as Sports, Famous People, Film and TV, Potpourri, and General Knowledge. 1500+ questions. Puzzle/Trivia/Quiz. Supports multiple-system linking. BOX DESCRIPTION: "YO! This here is a totally cool way to widen your wisdom and sharpen your wits. We're talking cybertrivia. 1500 mind-numbing, mind-boggling questions to challenge and entertain! - 5 awesome categories: Sports, TV & Film, Famous People, Potpourri, General Knowledge. - Seriously impressive sound and animation - The Wise Guy himself - Mr. Dude to you - to show you the ropes." Released 1997. ©1993 Tiger. #71-524.
- Resident Evil 2** Tiger \$1/R1
Differing from it's PlayStation counterpart, this version of Resident Evil 2, you may only play as Leon. Contains a backup battery to save your data. Action/Survival Horror. BOX DESCRIPTION: "Zombies have overtaken the city. It's now up to you, a sworn officer of the law, to stop them. It's one terrifyingly evil encounter after another. Can you survive the horror? If the suspense doesn't kill you...something else will." Released 1998. ©1998 Capcom. #71-745.
- Scrabble** Tiger \$2/R1
Uses the Touch Pad for gameplay, up to four players can play Scrabble on one Game.com. Traditional/Board Game. BOX DESCRIPTION: "This portable version of the All-American classic crossword game contains all the rules, challenge and fun of the beloved board game - while adding the simplicity of a touch screen interface. Select your tiles and shuffle your rack, then go for maximum points!" Released 1999. ©1999 Hasbro. #71-754.
- Sonic Jam** Tiger \$1/R1
Don't mistake this with it's Saturn counterpart. This does not have full games but only portions of Sonic & Knuckles, Sonic 2 and Sonic 3. There is also a bonus stage. Action/Platform/Scrolling Screen. Supports multiple-system linking. EASTER EGGS: For invincibility, pause the game then press A, B, C, A. It's THAT easy. For an extra life, pause the game then press A A A D D. BOX DESCRIPTION: "Everyone's favorite hedgehog is at it again - and he's jammin'! Join Sonic on his action-packed adventure. It's high-speed, non-stop fun as the best of Soni merges. Play classic levels of Sonic 2, 3 and Sonic & Knuckles" Released 1998. ©1997 Sega.

#71-734.

- Tiger Casino** Tiger \$1/R1
Video Poker, Video Black Jack, Roulette, Video Hi-Low (War), 2x Video Slots. Oddly enough, the theme calls for mature audiences as the box states, yet the game got an E rating. Traditional/Casino Game. BOX DESCRIPTION: "Step in and place your bets. You've just entered the Tiger Casino, where you can test your luck at the classics: Video Poker, Video Black Jack, Roulette, Video Hi-Low (War) and two Video Slot Machines. Practice your poker face. Hone your skill. Place your bets. WIN! - 6 casino-style games - Winning animation and sound effects - Full use of touch screen interface THESE GAMES ARE FOR ENTERTAINMENT PURPOSES ONLY. ANY USE FOR GAMBLING OR WAGERING IS PROHIBITED. BECAUSE OF ITS THEME, THIS CART IS RECOMMENDED FOR MATURE AUDIENCES." Released 1998. ©1998 Tiger. #71-731.
- Wheel of Fortune** Tiger \$1/R1
Uses the Touch Pad for gameplay, up to three players can play Wheel of Fortune on one Game.com. This was also a game that came as a pack in for the regular Game.com blister packs. Traditional/Game Show. BOX DESCRIPTION: "EXPERIENCE ALL THE VOWEL-BUYING FUN OF AMERICA'S #1 GAME SHOW! - 750 Puzzles - Realistic game play and sound effects - Built in speech - All the excitement of the TV show" Released 1997. ©1997 Calfon. #71-523.
- Wheel of Fortune 2** Tiger \$5/R4
Uses the Touch Pad for gameplay. Traditional/Game Show. Supports multiple-system linking. BOX DESCRIPTION: "750 all-new puzzles, created by the TV-show folks themselves, continue the excitement! Specially designed to utilize game.com's touch-screen interface." ©1998 Calfon. #71-527.
- Williams Arcade Classics** Tiger \$1/R1
Compilation disc containing Williams coin-op classics Defender, Defender II, Joust, Robotron: 2084 and Sinistar. Bubbles was dropped in this version. Miscellaneous/Compilation. Supports multiple-system linking. EASTER EGGS: Start a game of Robotron, enter the options screen and click on "lives" 50 times to activate God Mode. BOX DESCRIPTION: "Five of the greatest arcade hits of all time - now available in one portable collection: Joust, Defender, Robotron, Defender II (Stargate), Sinistar! Classic game play, radical fun. - Full versions of the biggest hits in coin-op history! - Animations and sound effects from the originals - Staying power to the max: these classic launched an industry!" Released 1997. #71-722.
- Total # of items for this section: 20

HARDWARE AND PERIPHERALS

- Carrying Case** Tiger \$2/R3
BOX DESCRIPTION: "Protect your game.com, carts and accessories in this specially designed padded case. Made to go where you go, with compartments organized for your specific game.com needs." #71-781.
- Compete.com Cable** Tiger \$2/R3
System Link Cable. Supports multiple-system linking. BOX DESCRIPTION: "Connect your game.com to a friend's for awesome head-to-head play in specially designed games. Each player requires a game.com system and the game cart. Only one cable is needed to connect two systems." #71-783.
- Game.com AC Adapter** Tiger \$1/R1
9V 300mA. BOX DESCRIPTION: "When you're home, conserve

batteries with this plug-in adapter. Standard adapter fits many appliances." #71-784.

- Game.com Headphones** **Tiger** **\$2/R3**
BOX DESCRIPTION: "The perfect way to enjoy all the ear-blasting action of your favorite games without disturbing anyone else. These highly portable, high-tech headphones feature a standard jack that fits most audio equipment." #71-785.
- Game.com Internet Cart** **Tiger** **\$2/R1**
BOX DESCRIPTION: "Access the Internet and send/receive email without a computer! This internet cart lets you connect your game.com to an external modem (available separately) and phone line (not included) to access text-based Internet sites and email services. You can send email to any email address in the world. In turn, your game.com will receive email sent to you from any account. A subscription to an Internet Service Provider is required. Tiger recommends Delphi Internet Services, Inc.; subscription information is included in the package." #71-789.
- Game.com Modem** **Tiger** **\$10/R3**
14.4k modem to link your Game.com up to text-based internet. The Tiger Web Link kit and Game.com Internet cart required. BOX DESCRIPTION: "Connect your game.com to text-based Internet and email services with this 14.4k modem. Internet cartridge (available separately), phone line (not included) and subscription to an Internet Service Provider (not included) required. No computer needed!" #71-782.
- Game.com Pocket Pro** **Tiger** **\$10/R2**
Red, Green, Purple, and Teal Skeleton Colors. ©1999 Tiger. #71-800.
- Game.com Pro System (backlit)** **Tiger** **\$15/R3**
Black only. #71-801.
- Game.com System** **Tiger** **\$5/R1**
©1997 Tiger. #71-517.
- Tiger Web Link** **Tiger** **\$3/R2**
Requires a minimum 486, Windows 95, 66MHz IBM compatible PC equipped with an Internet connection. The Web Link kit includes a Game.com cart, a CD-ROM and a cable to link your Game.com to your computer. BOX DESCRIPTION: "This one-of-a-kind, exclusive to game.com product lets you connect your game.com system to your Internet-capable PC. Once linked, you can send your high scores from your favorite games to the game.com Web site, where you can compete in worldwide competitions for the best players. You can also download cheat codes to unlock hidden features and powers in most of your games." #74-747.
Total # of items for this section: **10**

RUMOR MILL

- Castlevania Symphony of the Night** **Tiger** **\$0/R0**
From the Game.com catalog: "With an unmatched track record in video gaming, Castlevania continues to challenge and surprise. Here, as Dracula's descendant, the burden is on you to rid the world of the entire vampire bloodline. Your tools: might magic, weapons, wit." ©1998 Konami. #71-742.
- Furblyland** **Tiger** **\$0/R0**
Based on 1998's annoying interactive toy line by Tiger. ©2000 Tiger.
- Giga Pets Deluxe** **Tiger** **\$0/R0**

From the Game.com catalog: "Get five GigaPets at once! Nurture and care for up to three at a time in this brand-new cart. A built-in battery ensures your pets' status will be saved when you turn off your Game.com. That same battery will beep to let you know when your pets need attention-even when your system is turned off!" ©1998 Tiger. #71-748.

- Holyfield Boxing** **Tiger** **\$0/R0**
From the Game.com catalog: "Feel the crunch of the punch! With the built-in 'real feel' pack, you'll experience every jab you land. The only game good enough to bear Holyfield's name puts you square in the middle of the ring. Two-player, head-to-head option requires compete.com cable (available separately) and second unit and game cart." Supports multiple-system linking. ©1998 Tiger. #71-749.
- Madden NFL '99** **Tiger** **\$0/R0**
From the Game.com catalog: "He's the man! And he's got all the right moves in this football hit. Just like super coach Madden, Choose your line-up, plays and strategies. It's all here-full season and championship action-recreated with realistic sound, graphics and animation. Two-player, head-to-head option requires compete.com cable (available separately) and second unit and game cart." Supports multiple-system linking. ©1999 EA Sports. #71-705.
- Name That Tune** **Tiger** **\$0/R0**
From the Game.com catalog: "How long does it take to name that tune? An all-new set of Top 40 and County & Western songs will challenge and entertain." Supports multiple-system linking. ©Irving Music, Alamo Music. #71-729.
- NBA Hang Time** **Tiger** **\$0/R0**
#71-719.
- NBA Jam '99** **Tiger** **\$0/R0**
From the Game.com catalog: "Experience NBA action in this 3-on-3 version of the best-selling game. Play regular season, play-off and championship games as you vie for the ring. Includes 3-point matches and other basketball favorites. Two-player, head-to-head option requires compete.com cable (available separately) and second unit and game cart." Supports multiple-system linking. ©1998 EA Sports. #71-741.
- Small Soldiers** **Tiger** **\$0/R0**
From the Game.com catalog: "Based on the DreamWorks film, toy soldiers transform sleep suburbia into a combat zone-not exactly what their inventors had in mind when they used defense technology to develop new toys! Now it's up to you to contain the enemy and retake the home front!" ©1998 Dreamworks. #71-743.

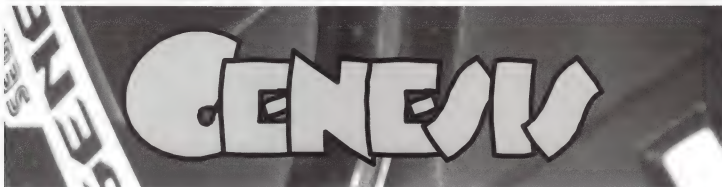
Total # of items for this section: **9**
Total # of items in all: **39**

HISTORICAL NOTES

Launched in the USA 1997. Original retail price: \$69.95.

TECHNICAL NOTES

Processor: Sharp (8-bit)
Screen: 3.9 square inches touchscreen
Screen Resolution: 200 x 160
Colors: 4-shade grayscale
Sound: mono
Game Media: Cartridges



Where were you when the 1980's were about to end?

As the 80's drew to a close, so too did the magnificent 8-bit era that had charged the entire decade. For me, this was many fabulous years of Atari games followed by a collector-frenzied console crash followed by a year or two of Commodore 64 followed by Nintendo's regime. It seemed as the 90's loomed near that there would be no stopping Nintendo. Their name was gold, at least to the players. Console wars always seemed pretty close from my perspective, but I was sure nothing could touch the NES' stranglehold on video gamers in 1989.

One September day in 1989 I found myself standing inside a Toys R Us with money burning a hole in my pocket. I had specifically gone there that day to buy one of the new 16-bit consoles. The Sega Genesis system which had been well-hyped for most of the year was now on store shelves. The TurboGrafx-16 by NEC had been launched several months earlier and I chose to wait that one out a bit since there were very few titles available at first. Now, standing in that store, I found myself jumping back and forth between the Turbo display and the Genesis display. It was a difficult decision. Remember, the only Sega system we really got to see at this point in time was the Master System, and that didn't satisfy enough US gamers in its time. So the question: go with the newcomer who got to market first, or go with the well-known developer who fumbled their first US effort? Buy the system that comes with **Keith Courage** (whoever he was) or the one with the arcade classic **Altered Beast**? Factor into this decision the fact that Genesis had a Power Base Converter available, allowing me to play my Master System cartridges too.

\$189.99 later, I was home with the Genesis and its pack-in game, **Altered Beast**. My initial impression was that Sega had hit the nail on the head with their ad campaign "Welcome to the Next Level".

If you actively played video games from the 70's through the 80's and into that brave new world promised by 16-bit gaming in the 90's, you know that feeling when seeing technology make new strides in home gaming. The Atari 2600 made you feel that way. The ColecoVision made you feel that way. Even the NES made you feel that way. But did you ever see such a huge jump as the one made by the 16-bit era? Playing **Altered Beast** at home was truly the first time I felt arcade gaming was right there on my TV set. It didn't seem "ported", it seemed like the actual game. The rich colors, the sound, the speedy game play. Where was the flicker, the slowdown, the things that I had come to expect from a first-generation game on a next-generation system? **Altered Beast** was the first of many pleasant surprises for me as a Genesis gamer in the 90's.

The early days of the Genesis were much like others of the time: a waiting game. It seemed that weeks would go by without a new release, and I recall spending more time with the Power Base Converter (and ultimately going back to Toys R Us to buy that TurboGrafx-16) than with the Genesis games. There was a little fear that Sega might not get the third-party support that submarined their 8-bit console. Games were on the way, however, and those cloudy days gave way to the brilliant sunshine of Electronic Arts, Renovation, Tengen, Namco, Seismic, Taito, and many more. By mid-1990 there was no doubt that this system was going to be a keeper, and with Nintendo hedging over their 16-bit efforts, the year was Sega's, who stormed into the decade like a lion. And the best was yet to come.



By mid 1991, with the certainty of a strong contender in the Super Nintendo system which was due out in time for the holiday season, Sega had launched into an advertising campaign the likes of which we may never see again. With great ferocity they challenged the giant with advertising slogans like "Sega Does What Nintendo'n't", and featured magazine and television ads that compared their super-speedy "Blast Processing" against the seemingly mired in molasses **Mario**. With **Sonic the Hedgehog** at the helm, the company went from upstart with a cause to king of the hill in just two short years. It was a lot of fun to watch. Sega seemed to be having as much fun as its players were.

Many a classic was designed and unleashed in those early years, with the most memorable surely being the **Sonic the Hedgehog** series. With Sega translating many of their arcade hits to the Genesis, gamers had access to near arcade-perfect ports of games like **Out Run**, **Ghouls 'N Ghosts** and **Golden Axe**. They also produced a number of incredible original games like **ToeJam & Earl**, sequels to the **Phantasy Star** series, and the side-scrolling battler **Streets of Rage**. Third-party developers stepped up big time to offer a mix of arcade and original titles as well, with truly memorable offerings like Renovation's shooter **Gaiares**, Dreamworks' **Target Earth**, Electronic Arts' sports titles, Tengen's arcade ports of **Pac-Mania** and **Pit-Fighter**, and Treco's surprising strategy RPG **WarSong**. There was something for everyone.

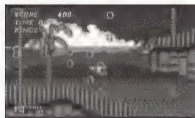
Those early years gave way to new competition when Nintendo finally released their 16-bit console, appropriately titled the Super Nintendo Entertainment System. Nintendo entered the 16-bit wars with a serious contender and these wars immediately snuffed out the TurboGrafx-16 but raged on between Sega and Nintendo for several glorious years afterward. Sega supporters would refer to the Genesis' faster processor, which allowed games like **Sonic** and many sports titles that could never be duplicated on the SNES. Nintendo supporters stood behind the console's obviously richer color palette, graphic special effects, and superior sound technology. Though you'll hear it both ways, neither system really "won", though both of them were winners in retrospect.

There were many more great titles for the Genesis after 1991, but I'll leave the detailed listings to cover these for you. Other surprises surfaced as the years went by and technology continued to allow innovation in home gaming. The Sega CD was released in 1993, an add-on to the Genesis that allowed games to play off of CD-ROM with additional graphic and sound muscle, and while the Sega CD wasn't the success Sega had hoped it would be, it surely wasn't the flop that the 32X add-on – a device that promoted the 16-bit processor to the 32-bit world of power – was. You can read more about Sega CD and 32X in their own sections, as they certainly have stories of their own.

Genesis fans saw many hardware options besides these take shape over the years, from the "all-in-one" Sega CD and Genesis duo systems X'Eye (by JVC), CDX (by Sega), and Mega LD Module (by Pioneer), three different versions of the Genesis console itself, and even a handheld unit capable of playing all of the Genesis cartridge games in the **No-mad**. There were light guns, a mouse, several attempts at virtual reality controllers (remember The Activator or the Batter Up controller?), a modem, 4-player adapters... heck, it even has a whack-a-mole controller!

1997 saw the end of production for the venerable Genesis system, as Sega had already launched their full-on 32-bit CD-based game system, the Saturn. The Genesis would be the last cartridge-based system from Sega as well as the last system allowed to run a full life cycle, as the Saturn and later, the Dreamcast met unexpected early demises.

- Joe Santulli



Sonic 2



Streets of Rage 2



ToeJam & Earl

Section written and maintained by Joe Santulli and James Howe. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Andrew Krieg, Hank Hinklesnort and Dave Giarrusso.

Game Release Notes: We've found that most people kept their boxes (and to a lesser degree, their manuals) so we've priced these out accordingly - as "complete".

Lots of additional non-US releases that could not be squeezed into these pages are on the Digital Press website. Click the "Online Rarity Guide" link and find all kinds of additional import game information on this system.

U.S. GAME RELEASES

- 3 Ninjas Kick Back** Sony \$10/R4
Designed by Tim Coupe, Terry Lloyd, Philip Watts. Developed by Psynopsis. Based on the movie sequel of the same name. Also released on SNES. Action/Platform/Hack & Slash. Released 1994. #T-113076.
- 688 Attack Sub** Sega \$8/R3
Developed by Electronic Arts. Original game designed for PC by John W. Ratcliff. Gratifying submarine simulation along the lines of Silent Service, with a nice variety of missions to choose from. Simulation/Sea Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 4 (out of 10). Released 1991.
- Aaahh!!! Real Monsters** Viacom \$4/R2
Developed by Realtime Associates. Based on the characters from the Klasky/Csupo Nickelodeon cartoon. Plays a bit like the Lost Vikings series in that you switch between characters to utilize their special abilities. Also released on SNES. Action/Platform/Scrolling Screen. Released 1995.
- Abrams Battle Tank** Sega \$8/R3
Developed by Realtime Games Software. Original game designed for PC by Damon Slye (Dynamix). Plodding but fun first-order third person tank sim. Called "M-1 Abrams Battle Tank" on some areas of the packaging, just to confuse us all. Simulation/Land Vehicle Combat. EASTER EGGS: Make your tank invincible. While in demo mode, press B, B, C, B, C, C, C, B, C, B, C. Start the game and fear no enemy! Released 1991.
- Action 52** Active Ent \$35/R7 -
Developed by FarSight Technologies. If the original price tag of \$199 wasn't scary enough, try playing any of the 52 games contained on the cartridge. That's scary. Here are your games: Bonkers, Dark Syne, Dyno Tennis, Ooze, Star Ball, Sidewinder, Daytona, 15 Puzzle, Sketch, Star Duel, Haunted Hill, Alfredo, Cheetahmen, Skirmish, Depth Charge, Mind's Eye, Alien Attack, Billy Bob, Sharks, Knockout, Intruder, Echo, Freeway, Mousetrap, Ninja, Slalom, Dauntless, Force One, Spidey, Applesseed, Skater, Sunday Drive, Star Evil, Air Command, Shootout, Bombs Away, Speed Boat, Dedant, G Fighter, Man At Arms, Norman, Armor Battle, Magic Bean, Apache, Paratrooper, Sky Avenger, Sharpshooter, Meteor, Black Hole, The Boss, 1st Game, Challenge. There is also a "Randomizer" and a "Music Demo". Sounds like a lot, but it's a little. Also released on NES. Miscellaneous/Compilation. Released 1993.
- Addams Family, The** Flying Edge \$8/R3
Developed by Ocean. Based on the characters from the 60's TV series and 1991 movie. Based on the popular 60's sitcom. Flying Edge was a division of Acclaim. Action/Platform/Scrolling Screen.

Released 1993.

- Adventures of Batman & Robin, The** Sega \$6/R4
Based on the animated series. Outrageously difficult but solid and attractive. Has one of the most incredible soundtracks on this console. Give a listen in the options/sound mode. Also released on SNES, and an enhanced version on Sega CD. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6.5, and 6.5 (out of 10). Released 1995. #1535.
- Adventures of Mighty Max, The** Ocean \$4/R2
Standard platform fare with questionable physics. Also released on SNES. Action/Platform/Scrolling Screen. Released 1994. ©1994 Bluebird (UK).
- Adventures of Rocky & Bullwinkle and Friends, The** Absolute \$10/R4
Designed by Bruce Plotnick, Dennis Benson, Roger Booth. Based on the popular cartoon series. Produced by Activision adult Dan Kitchen. Also released on SNES. Action/Platform/Scrolling Screen. Released 1993. ©Ward Productions.
- Aero the Acro-Bat** SunSoft \$2/R2
Designed by David Siller, Nigel Cook, Carl Wade, David Brevik. Developed by Iguana. Followed by two sequels: Aero 2 and Zero the Kamikaze Squirrel. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and 7 (out of 10). Released 1993. ©Sun Corporation of America.
- Aero the Acro-Bat 2** SunSoft \$25/R7
Developed by Iguana. Followed by a sequel, Zero the Kamikaze Squirrel. Also released on SNES. Action/Platform/Scrolling Screen. EASTER EGGS: To make Aero invincible, go to the title screen and press Left, Left, A, B, C, Left, Up, Down, A, Right, A. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1994. ©Sun Corporation of America. #T-15166.
- Aerobiz** Koei \$20/R5
Try to manage your airline company to success in this unusual 4 player sim. Also released on SNES. Simulation/Resource Management. Released 1992.
- Aerobiz: Supersonic** Koei \$30/R7
The sequel to Aerobiz has more planes and more eras to manage through. Also released on SNES. Simulation/Resource Management. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 5 (out of 10). Released 1994.
- After Burner II** Sega \$6/R3
Based on the 1987 Sega coin-op. Shooter/Third-Person Shooter. EASTER EGGS: You can easily select any level from the title screen by holding A + B + C and pressing Start. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1990. #1104.
- Air Buster** Kaneko \$15/R4
a.k.a. Aero Blasters
Designed by K Matsumoto, M Yoshida. Based on the 1990 Kaneko coin-op. Another victim of that poor "English" translation. Behold as you're treated to a CONGRATURATION message between stages. Fun, fast, tough and supports two players simultaneously. Shooter/Horizontal Scrolling. Released 1991.
- Air Diver** Asmik \$5/R2
Designed by Takion, Nari Ozzy. Weak After Burner clone (from inside the cockpit). Shooter/First-Person Vehicle Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7,

and 6 (out of 10). Released 1990.

- Aladdin (Disney's)** **Virgin** **\$4/R2**
Based on the 1992 Walt Disney animated movie. Based on the 1992 Disney animated movie. Music by Tommy Tallarico. It's not going to win any originality awards, but the visuals (as with most Disney-produced titles of the era) are outstanding. Also released on SNES. Action/Platform/Scrolling Screen. EASTER EGGS: Aladdin was a thief/cheat, why shouldn't you play the part as well? Go to the options screen and press A, C, A, C, A, C, A, C, B (x4) which will bring up a menu of cheat options. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 8 (out of 10). Released 1993.
- Alex Kidd in the Enchanted Castle** **Sega** **\$10/R5**
Based on the 1989 Sega coin-op. Alex was a mascot of sorts for Sega during their Master System days. He was the subject of several such games, the first of which was Alex Kidd in Miracle World. Released 1989.
- Alien 3** **Arena** **\$3/R2**
Developed by Probe. Based on the 1992 movie directed by David Fincher (Fight Club, Panic Room). Also released on NES and SNES. Arena was a division of Acclaim Entertainment through most of the 90's. Action/Platform/Shooter. Released 1993. #T-81906.
- Alien Storm** **Sega** **\$3/R2**
Based on the 1990 Sega coin-op. Plays a bit like another Sega game that you may know, Golden Axe. Two-player simultaneous battle action with occasional surprises including first person shooting scenes and forced scrolling stages. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1991.
- Alisia Dragoon** **Sega** **\$10/R4 +**
Developed by Game Arts. Innovative side-scroller where you guide your sorceress across various landscapes with the aid of a few weapon-toting pets, all of whom are level-upgradeable. A sleeper in this library. Action/Platform/Shooter. Released 1992.
- Altered Beast** **Sega** **\$1/R1**
Based on the 1988 Sega coin-op. The pack-in game for the original model Genesis until 1991 when it was replaced by Sonic the Hedgehog. Also released on Sega Master System. Action/Platform/Hack & Slash. LANDMARK: This was a launch title in the US. EASTER EGGS: Did you know that you can select which "beast" you change into? Go to the title screen and hold A + B + C + Down/Left, then press Start. Pick your "beast" and press Start to exit back to the game. Released 1989. #1100.
- American Gladiators** **GameTek** **\$8/R3**
Developed by Imagitec Design. Based on the TV series that ran from the late 80's through the early 90's. Based on the then-popular gladiatorial television game show that ran from 1989 to 1997, where athletic contestants would compete with brawny wrestler-types. Also released on NES and SNES. Sports/Other Sports. BOX DESCRIPTION: "All the action, drama, and competitiveness are here from the hit television show that plays 'like a video game come to life'. Six events including 'The Wall', 'The Joust', 'The Assault', 'Atlasphere', 'Powerball', and 'The Eliminator' all captured with incredible detail. Nitro, Ice, Laser, Thunder, Gold, Turbo, Zap, Lace, Blaze and Gemini are here and ready to psyche you out of your game." Released 1992. ©1992 Samuel Goldwyn Company.
- Andre Agassi Tennis** **TecMagik** **\$5/R3**
Designed by Greg Omi. Also released on SNES. Sports/Tennis. SANTULLI SLANT: There's a player in the game called "Cassie Nova" and another called Bob "Bit" Chin. I'm not funny enough to make something like that up. The game is a throwback to much older

tennis titles, which isn't a good thing, really. [Gr: 3, So: 5, Ga: 4, Ov: 4] Released 1992.

- Animaniacs** **Konami** **\$4/R3**
Based on the animated TV series that ran from 1993 thru 1996 and was produced by Steven Spielberg. Swap between three characters to take advantage of each one's particular abilities. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1994. #T-95176.
- Aquatic Games starring James Pond, The** **Electronic Arts** **\$10/R4**
Developed by Millennium Interactive. Electronic Arts really wanted us to buy into this character, didn't they? 8 mini-games make up this strange event. Miscellaneous/Mini-Games. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 4 (out of 10). Released 1992. #7169.
- Arcade Classics** **Sega** **\$8/R3 -**
Designed by Nathan Baker, Al Baker. Developed by Amoebo. Based on the Atari coin-op. Includes three poorly simulated Atari arcade games: Centipede, Missile Command, and UltraPong. You can play these as either the "classic" version or an updated Sega (slightly modified graphics) version. Miscellaneous/Compilation. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4, 4, and 3.5 (out of 10). Released 1996.
- Arch Rivals** **Flying Edge** **\$2/R2**
Based on the 1989 Midway coin-op. An solid port of the arcade game, Arch-Rivals likely led to the development of the famous NBA Jam series, and features the same art style as Midway's Rampage. You'll also find this style on another Genesis game, Jerry Granville's Pigskin Football. Also released on NES. Flying Edge was a division of Acclaim. Sports/Basketball. #T-81056.
- Arcus Odyssey** **Renovation** **\$10/R4**
Developed by Wolf Team. 45-degree isometric action RPG that feels like a cross between Gauntlet and the myriad generic RPG's of the 90's. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and 5 (out of 10). Released 1991.
- Ariel, Disney's The Little Mermaid** **Sega** **\$5/R3**
Developed by Blue Sky Software. Based on the 1989 Disney movie. This one will remind you of Ecco. See if it doesn't! Action/2D Adventure. Released 1992.
- Arnold Palmer Tournament Golf** **Sega** **\$7/R3**
Also packaged in a "mega hits" cardboard box. Sports/Golf. LANDMARK: This was a launch title in the US. EASTER EGGS: To access the hidden Fantasy Zone mini-game you need to rack up 100 shots on a single hole. The Fantasy Zone screen will appear on the golf "game over" screen, at which point you press Up (x 2), Down (x 2), Left, Right, Left, Right, B, A, Start. Released 1989. #1203.
- Arrow Flash** **Renovation** **\$6/R4**
Swap between a flying robot-type and spaceship-type killing machine in this speedy shooter. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 1990. #T-49046.
- Art of Fighting** **Takara** **\$2/R2**
Based on the 1992 SNK coin-op. Also released on SNES. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and 5 (out of 10). Released 1994.
- Asterix and the Great** **Sega** **\$10/R4**

Rescue

PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 5 (out of 10). Released 1994.

- Atomic Robo-kid**

Based on the 1989 UPL coin-op. Unlike most horizontal SHMUPS in that you can double-back and cover old ground. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1990.

Treco

\$10/R5
- Atomic Runner**

a.k.a. Chelnov (Japan)

Designed by Acura Ohtani. Unique side-scroller that has many platform gaming elements in it, including jumping over pits and smashing enemies from above a la Mario. Shooter/Horizontal Scrolling. Released 1992. #T-13036.

Data East

\$8/R4
- ATP Tour Championship Tennis**

The physics and gameplay are solid but what makes this title shine is the ability to play using tennis greats like John McEnroe, Rod Laver, Ken Rosewall, and many others. Sports/Tennis. Released 1994.

Sega

\$3/R1
- Awesome Possum**

Designed by Richard Seaborne, May Yam. ... Kicks Dr. Machino's Butt! So says the spine and box cover, though this does not appear on the cartridge or the manual. The manual is one of the best we've seen, as it incorporates a full-color 12-page comic. EASTER EGGS: It's a little tricky to get, but if you do it right you'll be able to cheat. As soon as the title song ends, press C, B, C, Left + B, C. A tone will sound, then press A to bring up the cheat menu. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 5 (out of 10). Released 1993.

Tengen

\$10/R4
- AWS Pro Moves Soccer**

Fast-paced overhead arcade-style soccer. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, and 5 (out of 10). Released 1993.

ASCII

\$5/R3
- Ayrton Senna's Super Monaco Grand Prix 2**

Senna passed away in 1994, not long after this game was released. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and 5 (out of 10). Released 1992.

Sega

\$8/R3
- B.O.B.**

Designed by David Foley, Bob Rummell, Dean Sitton, Burt Sloane. Developed by Foley HiTech Systems. Also released on SNES. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 1993. ©1993 Chris Gray Enterprises. #7192.

Electronic Arts

\$8/R4
- Back to the Future Part 3**

Based on the 1990 movie featuring Michael J. Fox and Christopher Lloyd. Arena was a division of Acclaim Entertainment through most of the 90's. Miscellaneous/Mini-Games. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 3, 3, and 3 (out of 10). Released 1991.

Arena

\$10/R5 -
- Bal3 3D**

Designed by Rob Fulop. Also released on SNES. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, and 5 (out of 10). Released 1994.

Accolade

\$5/R3
- Barbie Super Model**

Developed by Tahoe Software. Rather non-descript game, clearly aimed at fans of the doll and not at fans of videogames. Some driving, some roller-skating, some matching of wardrobes... it's all

Hi-Tech Express

\$5/R3

rather bland stuff to those of us who don't really "get" Barbie. Miscellaneous/Mini-Games. Released 1993.

- Barkeley: Shut Up and Jam!**

In case you weren't following pro hoops in the 80's and 90's, strong forward Charles Barkley terrorized the NBA from 1984 through 2000, jamming for Philly, Phoenix, and Houston. Two-on-two basketball that clearly attempts to steal some thunder from NBA Jam. Don't worry, Midway, your license is quite safe. Also released on SNES. Sports/Basketball. Released 1994.

Accolade

\$1/R1
- Barkeley: Shut Up and Jam! 2**

Sports/Basketball. EASTER EGGS: An army of Barkeleys! Pause the game while in exhibition mode. Highlight "Quit" option and press B (x3). When you return to the game your team will be all Barkley. PERIODICALS: Flux magazine gave this game a C-. Released 1995.

Accolade

\$6/R3
- Barney's Hide & Seek**

Developed by Lyon Group. Released 1993.

Sega

\$10/R4
- Bass Masters Classic**

Designed by Robert T Bonifacio, Dan Burke, Donn Nauert, Todd Tomlinson. Developed by Black Pearl. Also released on SNES. Sports/Fishing. Released 1994.

T*HQ

\$5/R3
- Bass Masters Classic: Pro Edition**

Designed by Steve Bjork, Todd Tomlinson, Bob Polaro, Dan Burke. Developed by Black Pearl. Also released on SNES. Sports/Fishing. Released 1995. #T-100116.

T*HQ

\$18/R5
- Batman Forever**

Developed by Probe. Based on the 1995 action/fantasy movie. Based on the 1995 movie starring Val Kilmer and Jim Carrey. Has a Mortal Kombatish look to it, complete with some of the standard MK moves. Also released on SNES. Action/Platform/Hack & Slash. EASTER EGGS: We love to cheat. Join us by press Left, Up, Left, Left, A, B from the main menu. A cheat screen will appear that will really help you through the game. Here's another: to play through the training level as the Riddler, grab your six-button controller. From the character select screen, hold Up + X + B + A + C. Released 1995. #T-81336.

Acclaim

\$4/R2
- Batman Returns**

Designed by Andrew Green, Bert Schroeder, Dan MacArthur, James Maxwell. Based on the 1992 movie starring Michael Keaton, Michelle Pfeiffer and Danny DeVito. Fair sequel to the original Batman Genesis game, similar to that game in many ways. Also released on NES and SNES. Action/Platform/Hack & Slash. Released 1992. #1045.

Sega

\$8/R4
- Batman: Revenge of the Joker**

Designed by Ed Ringler. Music by Tommy Tallarico. A much brighter, comic-bookish Batman game on the Genny. Otherwise pretty standard platforming fare. Action/Platform/Hack & Slash. Released 1992.

SunSoft

\$20/R5
- Batman: The Video Game**

Based on the 1989 movie. Action/Platform/Hack & Slash. EASTER EGGS: Surely a design error, but there is a safe spot in the driving and flying levels. Just stay in the upper left corner of the screen, no one can touch you there. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1990. ©1991 Sun Corp of America.

SunSoft

\$12/R3
- Battle Squadron**

Developed by Innerprise Software. Really tough shooter, best played with two players simultaneously. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and 5 (out of 10). Released 1990. #7027.

Electronic Arts

\$15/R5

- ❑ Battlemaster** **Arena** **\$5/R3**
Designed by Nick Pelling. Developed by Mirrorsoft. Strange and choppy overhead action adventure. It's not very good but there's nothing else quite like it on Genesis. Arena was a division of Acclaim Entertainment through most of the 90's. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 3, 3, 3, and 3 (out of 10). Released 1991.
- ❑ Battletech: A Game of Armored Combat** **Extreme** **\$5/R3**
Developed by Malibu. Based on a board/role-playing game developed by FASA (the same folks that did Shadowrun). It's as close to a mech sim as you're going to find on the Genesis, with some of the best animation seen on the system. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 7, and 6 (out of 10). Released 1994. #T-22066.
- ❑ Battletoads** **Tradewest** **\$6/R4**
Developed by Rare. Slightly improved (with regards to audiovisuals) version of the NES classic produced two years earlier. Also released on CD32. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1993.
- ❑ Battletoads & Double Dragon Tradewest** **\$8/R4**
Developed by Rare. Fighting/Side-Scrolling. Released 1993.
- ❑ Beast Wrestler** **Renovation** **\$5/R3**
a.k.a. Beast Warriors
Developed by Telenet Japan. Some innovative concepts, like mixing and matching monster parts to build the perfect beast, are mostly lost in this slow paced arena game. Fighting/Tournament Style. Released 1991.
- ❑ Beauty and the Beast (Disney's): Belle's Quest** **SunSoft** **\$5/R3**
Developed by Disney. Based on the 1991 movie. The better of the two Beauty games, this one is mostly puzzle-solving sprinkled with a few mini-games. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1993.
- ❑ Beauty and the Beast (Disney's): Roar of the Beast** **SunSoft** **\$5/R3**
Developed by Disney. Based on the 1991 movie. A no-frills platformer. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and 4 (out of 10). Released 1993.
- ❑ Beavis & Butthead, MTV's** **Viacom** **\$4/R3**
Developed by Radical Entertainment. Based on the 1993-1997 television series created by Mike Judge. Also released on SNES, though it is a much different game. Puzzle/Point & Click. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and 4 (out of 10). Released 1994. #T-139016.
- ❑ Berenstein Bears, The: Camping Adventure** **Sega** **\$8/R3**
Developed by Realtime Associates. A "Sega Club" title. Action/Platform/Scrolling Screen. SANTULLI SLANT: Listen, I know these dopey characters are cherished by children worldwide, but only a brain-damaged child would choose this game over anything in the Sonic series (which it clearly tries to imitate). So if your kid is all caught up in the Berenstein "adventure", please seek help. [G: 7 So: 5, Ga: 5, Ov: 5] Released 1994.
- ❑ Best of the Best Championship Karate** **Electro Brain** **\$4/R2**
Developed by Loriciel. Same as the game Andre Panza Kick Boxing on TurboGrafx-16. Also released on NES and SNES. Fighting/Tournament Style. Released 1992.
- ❑ Beyond Oasis** **Sega** **\$8/R4 +**
a.k.a. The Story of Thor
Designed by Yukio Takahashi. Developed by Ancient. The game is quality through-and-through, but the music sounds especially good, doesn't it? It's composed by none other than Yuzo Koshiro. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1995.
- ❑ Bible Adventures** **Wisdom Tree** **\$30/R3**
Three similar games where you gather animals or infants: "Noah's Ark", "Baby Moses", and "David and Goliath". There are a few too many sins against the player in this game that preaches Christian values. This title as of June 2004 was still available through Wisdom Tree at <http://www.wisdomtreegames.com/>. Also released on NES. Released 1995.
- ❑ Bill Walsh College Football** **Electronic Arts** **\$5/R2**
Developed by High Score Productions. Also released on SNES, and an enhanced version on Sega CD. Sports/Football. Released 1993. #7145.
- ❑ Bill Walsh College Football '95** **Electronic Arts** **\$4/R2**
Designed by Jim Simmons, Kevin Simmons, Scott Orr, Kevin Hogan. Developed by High Score Productions. Sports/Football. Released 1994. #7348.
- ❑ Bimini Run** **NuVision** **\$12/R5**
Designed by Rex Bradford, Charlie Heath, Mark Lesser. Developed by Microsmiths Inc. Innovative third-person boat rescue/shooter title that is reminiscent in many ways of the Taito game Chase HQ. Shooter/Vehicular Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1990.
- ❑ Bio-Hazard Battle** **Sega** **\$4/R2**
a.k.a. Crying (Japan)
Designed by Tonbe, Kazumi Nasu. Based on the 1992 Sega coin-op. Shooter/Horizontal Scrolling. EASTER EGGS: We hear there is a hidden level not normally accessible in the game, but have yet to find it. When you defeat those "lips" enemies, you'll see a set of caves. Go to the upper left corner, sacrificing your ship, and you'll return in a new level. It's an asteroid belt! PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10). Released 1992.
- ❑ Blades of Vengeance** **Electronic Arts** **\$4/R2**
Developed by Beam Software. The boys at Beam felt they could do Rastan better than Rastan. Did we need another Rastan? You decide. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). Released 1993. #7064.
- ❑ Blaster Master 2** **SunSoft** **\$10/R4**
Sequel to the NES hit. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and 6 (out of 10). Released 1993.
- ❑ Block Out** **Electronic Arts** **\$4/R2**
Designed by Edwin W Reich Jr. Steven Hanes. Based on the 1989 Technos coin-op. Original game designed by Alexander Ustaszewski and Mirek Zablocki. You would think this 3D Tetris game would be a hit, a natural successor to the all-time classic. Further proof that 3D does not a hit make. Puzzle/Action. Released 1991. #7055.
- ❑ Blockbuster World Video Game Championship II** **Acclaim** **\$100/R9**
Special tournament cartridge includes NBA Jam and Judge Dredd. The other two titles in the Blockbuster series allegedly include a Micro Machines/Psycho Pinball combo and a Rambo 3/Tetris combo, but these have yet to be confirmed. Priced as loose.

Miscellaneous/Compilation.

□ Bonanza Brothers Sega \$5/R3

Based on the 1990 Sega coin-op. An early stealth game involving two thieves - deceptively difficult and best played in two-player simultaneous split-screen mode. Action/Platform/Scrolling Screen. Released 1991.

□ Bonkers (Disney's) Sega \$10/R4

Developed by Disney. Based on the Disney cartoon that aired from 1993 thru 1996. It screams out "Sonic clone" and Bonkers shares more than one thing with Bubsy (they're both bobcats) but it plays more like Namco's ancient King & Balloon than any Sonic game. In fact, the bonus rounds are the platform stages! A "Sega Club" title. Shooter/Fixed-Screen. Released 1994.

□ Boogerman: A Pick and Flick Adventure Interplay \$8/R3

Just what we needed! A platformer featuring a main character who retches and farts on his enemies. One of those "funny" platformers born of the Earthworm Jim era. Also released on SNES. Action/Platform/Scrolling Screen. **EASTER EGGS:** To play on any level, start on the title screen and press Up, Down, Left, Right, C, B, A, Up and Down change the level number. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 5, and 5 (out of 10). Released 1994.

□ Boxing: Legends of the Ring Electro Brain \$3/R3

Developed by Sculptured Software. A "behind the shoulder" boxing sim focusing on middleweights and featuring all-time greats like Duran, Hearns, Leonard, LaMotta, and more. Also released on SNES. Sports/Boxing. Released 1993.

□ Bram Stoker's Dracula Sony \$4/R2

Developed by Traveller's Tales. Based on the 1992 movie starring Keanu Reeves, Gary Oldman, Anthony Hopkins and Winona Ryder. Also released on NES and SNES. Released 1993.

□ Brett Hull Hockey '95 Accolade \$2/R2

Developed by Radical Entertainment. So-so hockey sim with season and "coach only" modes. The animation is a little too choppy in this 3/4 perspective game. Also released on SNES. Sports/Hockey. **EASTER EGGS:** There are two hidden teams in the game. To access "Team Radical," go to the team selection screen, highlight Anaheim and hold A + B + C, then press Left. If you'd prefer "Trash Pigs", press Right instead. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7 and 7 (out of 10). Released 1994.

□ Brutal: Paws of Fury GameTek \$5/R3

Cartoony head-to-head fighting game using kung-fu critters: every character in the game is a "humanized" animal. One innovation is that you gain new moves as you win bouts. Also released on SNES, and an enhanced version on Sega CD. Fighting/Tournament Style. **EASTER EGGS:** The character Dali Llama is not normally playable, but we can change all of that. From the title screen, press C, A, B, A, Left, A. You should hear a confirmation sound, and he's now available on the character select screen. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1994.

□ Bubba 'n' Stix Core Design \$8/R3

Developed by Core Design. Bubba is the long-necked teen wearing his cap backwards (yikes!) and Stix his less frightening magically animated beat-down stick. Packaged with a sample of Bubblicious brand bubble gum. We often wonder how "bubblicious" it is TODAY. Also released on CD32. Action/Platform/Scrolling Screen. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1995.

□ Bubble and Squeak SunSoft \$6/R3

Developed by Augenic. Bubble is the child, Squeak is the strange

blue pet in this "let's cooperate" platformer. Also released on CD32. Action/Platform/Scrolling Screen. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1994.

□ Bubsy II Accolade \$5/R3

This sequel takes Bubsy to new exotic locations with better animation and tighter gameplay. You do have to ask yourself if we really needed a sequel to Bubsy in the first place, however. Also released on SNES. Action/Platform/Scrolling Screen. **EASTER EGGS:** We can't get enough invincibility. From the title screen, press C, A, B, C, Up, Down. Released 1994. ©1993, 1994 Accolade. #3402.

□ Bubsy in: Claws Encounters of the Furred Kind Accolade \$3/R2

Designed by Mike Schwartz. Bubsy is a bobcat with many of the same charms and skills as Sonic (it even goes as far as having you collect balls of yarn instead of coins). Clearly another attempt by another company to cash in on Sonic's success. Also released on SNES. Action/Platform/Scrolling Screen. Released 1993. ©1992, 1993 Accolade. #3209.

□ Buck Rogers: Countdown to Doomsday Electronic Arts \$12/R4

Designed by Michael McNally, Paul Murray, Steve Hayes. Developed by Strategic Simulations. Buck Rogers first appeared in Philip Nowland's "Armageddon 2419" in August 1928. Role-Playing/Turn-Based RPG. **SANTULLI SLANT:** Stop the countdown! Stop the countdown! DAMN! The Earth is destroyed in the opening sequence of the game and I'm sorry, Mars is just not worth fighting for. Good game for fans of the SSI Gold Box series of games, an engine used frequently in their Advanced Dungeons & Dragons games. Hey, at least you get to blast a bunch of robots. [G: 5, So: 5, Ga: 6, Ov: 6] Released 1991.

□ Budokan: The Martial Spirit Electronic Arts \$12/R4

An attempt at a strategic martial arts fighting game, it's got very few fans today but does what it set out to do. Only works with the original model Genesis. Fighting/Tournament Style. **PERIODICALS:** Electronic Gaming Monthly gave this game a 5, 4, 3, and 3 (out of 10). Released 1990. #7018.

□ Bugs Bunny in Double Trouble Sega \$6/R4

Developed by Probe/Climax. It's just like every other platform game you've ever played, except that you get to be Bugs Bunny. **PERIODICALS:** Electronic Gaming Monthly gave this game a 5.5, 5.5, 5, and 5 (out of 10). Released 1996. ©Warner Bros. #1840.

□ Bulls vs. Blazers and the NBA Electronic Arts \$1/R1 Playoffs

This game was the third in the series that would ultimately become EA Sports' "NBA Live" series. Also released on SNES. Sports/Basketball. **LANDMARK:** This is the title that introduced the "signature move" to NBA-style games. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1993. #7202.

□ Bulls vs. Lakers and the NBA Electronic Arts \$1/R1 Playoffs

This game was the second in the series that would ultimately become EA Sports' "NBA Live" series. Sports/Basketball. Released 1991. #7099.

□ Burning Force Namco \$3/R2

Based on the 1989 Namco coin-op. Looks quite a bit like Sega's Space Harrier except you are mostly "grounded" using a hovercraft vehicle. Good port of the arcade game. Shooter/Third-Person Shooter. Released 1990.

□ Cadash Taito \$6/R2

Based on the 1989 Taito coin-op. Cadash is essentially a two-player

Rastan clone, with a few RPG elements within. The original arcade game allowed 2-4 cabinets to link together to accommodate the 4-player experience. The home game allows but 2. Also released for TG-16. Role-Playing/Side View Real-Time. Released 1992.

- Caesar's Palace** **Virgin** **\$4/R3**
Developed by Illusions Game Company. Music by Tommy Tallarico. Good selection of casino games including video poker, blackjack, slot machines, roulette, craps, keno, horse racing and scratchers. Also released on NES. Traditional/Casino Game. Released 1993. #T-70146.
- Cal Ripken Jr. Baseball** **Mindscape** **\$2/R2**
Decent enough sim, but no pro licenses, so prepare for the inevitable generic team locations and decidedly non-MLB player names. Also released on SNES. Sports/Baseball. Released 1992.
- Caliber .50** **Mentrix** **\$16/R5**
Based on the 1989 Romstar coin-op. An unexpected company to pick up the home right to this game, while it looks pretty good, this Commando-style arcade game has very unusual controls, forcing you to throw grenades with every burst of fire. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1991.
- California Games** **Sega** **\$5/R3**
Developed by Novotrade. Based on the 1987 Epyx, 1991 Sega coin-op. Nothing new to gamers, this is the same California Games that was released years before on computers (it even made an appearance on the Atari 2600). You've got half-pipe, foot bag, surfing, skating, and BMX. Sports/Multi-Sports. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and 4 (out of 10). Released 1992.
- Captain America and the Avengers** **Data East** **\$18/R3**
Based on the 1991 Data East coin-op. Features the Marvel Comics team, including Captain America, Iron Man, Vision, and Hawkeye. Good mindless fun with two-player simultaneous action and some great over-the-top voice samples. Also released on NES and SNES. Fighting/Side-Scrolling. Released 1992.
- Castle of Illusion starring Mickey Mouse** **Sega** **\$8/R4 +**
Designed by Emirin. Developed by Disney. The first of six Mickey Mouse games for the Genesis, one of the console's better franchises. Also released on Sega Master System. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). Released 1990.
- Castlevania: Bloodlines** **Konami** **\$10/R2 +**
a.k.a. Castlevania: Generations (Europe), Vampire Killer (Japan)
Simon Belmont may not be playable from the game's start, but John Morris (with a whip) or Eric Lecarde (and his spear) fill in nicely in the continuing saga of Dracula hunters. Action/Platform/Hack & Slash. EASTER EGGS: You can get the original game music by entering the options menu and setting the BGM to 05 and the SE to 073. When your original weapon reaches level 4, the original Castlevania music will kick in! This lasts until you're hit. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1994.
- Centurion: Defender of Rome** **Electronic Arts** **\$10/R2**
Simulation/Real-Time Strategy. Released 1991.
- Chakan: The Forever Man** **Sega** **\$2/R1**
An immortal skeleton seeks to defeat the ultimate evil and rest in peace in this dark platformer. One nice feature is that you can start from any of four levels. PERIODICALS: Electronic Gaming Monthly

gave this game a 8, 8, 8, and 6 (out of 10). Released 1992.

- Champions World Class Soccer** **Flying Edge** **\$3/R3**
Also released on SNES. Flying Edge was a division of Acclaim. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1994.
- Championship Bowling** **Mentrix** **\$12/R5**
Reminiscent of SNK's Super Bowling, this one has a decidedly arcade feel to it. Also released on NES. Sports/Bowling. Released 1993.
- Championship Pool** **Mindscape** **\$4/R2**
Designed by Franz Lanzinger, Dave O'Riva. Developed by Bitmasters, Inc. Fair pool sim with lots of modes. Any game with an 8 player "party mode" is alright by us. Also released on NES and SNES. Traditional/Parlor Games. Released 1993.
- Championship Pro-Am** **Tradewest** **\$4/R3**
Developed by Rare. Imagine Super Sprint with a new 3D perspective and you've got Championship Pro-Am. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1992.
- Chase HQ II** **Taito** **\$10/R4**
a.k.a. Super HQ
Loosely based on the 1988 Taito arcade game Chase HQ. It's not quite the "official" sequel, S.C.I. but there's more here than the arcade game had. Choose from three vehicles, catch up with and smash the perp. Racing/Combat/Demolition. Released 1992.
- Chavez II** **Amer Softworks** **\$8/R4**
Pretty much the same game as Boxing Legends of the Ring, but with a slightly different lineup of boxers featuring Julio Chavez. Also released on SNES. Sports/Boxing. Released 1994.
- Chester Cheetah: Too Cool to Fool** **Kaneko** **\$4/R2**
This was the first Chester Cheetah game for the Genesis, a colorful but slow-paced side-scrolling platformer, with more than its share of frustrating moments. Also released on SNES. Action/Platform/Scrolling Screen. Released 1993. #T-33056.
- Chester Cheetah: Wild Wild Quest** **Kaneko** **\$5/R3**
Designed by Mark Sprenger. The second in the enormously popular Chester Cheetah series. More of the same. The graphics are a little better, the sound is a little worse, but it's still slow and near the bottom of the zillions of platformers you should be playing instead. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1993.
- Chi Chi's Pro Challenge Golf** **Virgin** **\$4/R3**
Developed by Coconuts Japan. Who COULDN'T get a license in the Sega Genesis era, if Chi Chi Rodriguez could get one? A decent golfer but hardly a top 10 player in the sport. Sports/Golf. Released 1993.
- Chiki Chiki Boys** **Capcom** **\$8/R4**
Based on the 1990 Capcom coin-op. Reminiscent of Sega's Wonder Boy series but certainly with an identity of its own. Once of the sleepers on this system. Action/Platform/Hack & Slash. Released 1993.
- Chuck Rock** **Virgin** **\$8/R4**
Developed by Core Design. It's got a little character, Chuck is a primitive man who clobbers enemies with his belly and who can lift and move objects. Spawned a sequel (Son of Chuck) and a semi-sequel (BC Racers). Also released on SNES, and an enhanced

version on CD32 and Sega CD. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1992. #T-70036.

- Chuck Rock II: Son of Chuck** **Virgin** **\$4/R2**
Developed by Core Design. It sure LOOKS like Bonk's Adventure, but it's a far cry. The game has its moments but overall it's standard platforming fare, something the Genesis has a little too much of already. Also released on SNES, and an enhanced version on Sega CD. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1993.
- Clay Fighter** **Interplay** **\$5/R3**
Designed by Ed Ringle. Developed by Ringle Studios. Music by Tommy Tallarico. Does not look, feel, or especially SOUND as good as the SNES version of the game, if you want to play this quirky fighter, go with that one instead. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1994.
- Cliffhanger** **Sony** **\$4/R3**
Designed by Chris Shrigley, James Maxwell, Dan MacArthur. Developed by Malibu. Based on the 1993 action/adventure film starring Sylvester Stallone. Based on the 1993 movie starring Sylvester Stallone. A mish-mosh of side-scrolling fighting levels, Crazy Climber-ish climbing levels, "outrun the avalanche" levels. Tough game. Also released on NES and SNES, and an enhanced version on Sega CD. Released 1993.
- Clue** **Parker Bros** **\$5/R3**
Developed by Sculptured Software. Based on the popular Parker Brothers board game and a fine one at that. Great if you're a fan of Clue and there's no one but your Genesis around. Also released on CD-i and SNES. Traditional/Board Game. Released 1992. #T-89016.
- Coach K College Basketball** **Electronic Arts** **\$2/R1**
"Coach K" is Mike Krzyzewski, the long-time college basketball team Duke Blue Devils' coach and proven winner. This game uses the "NBA Live" engine, a fine choice. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8 and 7 (out of 10). Released 1995. #7521.
- College Football USA '96** **Electronic Arts** **\$1/R1**
Designed by Jim Simmons. Developed by High Score Productions. Picks up where the Bill Walsh franchise left off. Play any of the game's many college division 1A teams through a season, round-robin tournament, or a single game. Sports/Football. Released 1995. #7491.
- College Football USA '97: The Road to New Orleans** **Electronic Arts** **\$2/R1**
Designed by Marek Telgarsky. Developed by High Score Productions. Similar to last year's game but with the beloved "create a player" mode. It's even more similar to Madden '96. Also released on SNES. Sports/Football. Released 1996. #7716.
- College Football's National Championship** **Sega** **\$1/R1**
Sega Sports' counterstrike to EA Sports' Bill Walsh series. As EA used the Madden engine, Sega used the Montana engine. Contains the top 32 NCAA teams from the 1993 season. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8 and 7.5 (out of 10). Released 1994. #1227.
- College Football's National Championship II** **Sega** **\$2/R1**
A little upgrade to last year's game. Contains the top 32 NCAA teams from the 1994 season. Sports/Football. Released 1995.
- College Slam** **Acclaim** **\$1/R1**

As if the NBA Jam license wasn't overused as it was, Acclaim put the game into a college atmosphere and slapped this thing out there for the public to consume. The college hoops version of NBA Jam. Also released on SNES. Sports/Basketball. EASTER EGGS: All kinds of codes here. To access some hidden teams, go to the titles screen and press Up, Down, Left, Right, Up, Down, Left, Right. Lots of tricks are activated at the "Tonight's Match up" screen: to enable 3-pointers, press C (x3), A (x3). For permanent "on fire" status press Left, Right, Left, Up, Down. To show the shooting percentage, press A (x5), B (x5). For slam dunkage, press Up, Down, Up, Down. Released 1996.

- Columns** **Sega** **\$5/R2**
Based on the 1990 Sega coin-op. You weren't going to get Tetris on the Genesis, so Sega took it upon themselves to create something equally addictive. In some ways it succeeds: the Columns "style" of matching up colors as they drop has been built upon and used many times over the years. Also released on Sega Master System. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1990. #1701.
- Columns III: Revenge of Columns** **Vic Tokai** **\$8/R4**
Developed by Sega. Now you can play with up to five players, and you can even engage in some team play. Nice update for fans of the original. Note that there is no Columns II for the Genesis. Puzzle/Action. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1994.
- Combat Cars** **Accolade** **\$4/R2**
This game is very similar to the TurboGrafx-16 game Moto-Road. Racing/Combat/Destruction. EASTER EGGS: For access to all of the game's tracks, go to the option screen, highlight "Exit", hold A + B + C, then press Start. You'll see "cheat is activated" to confirm. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and 6 (out of 10). Released 1994.
- Comix Zone** **Sega** **\$8/R3 +**
Designed by Peter Morawiec, Adrian Stephens. An innovative game in a highly overused genre. Comix Zone plays much like Streets of Rage (and its ilk) but has some interesting extras like items you can use and you choose of different routes through each level. Fighting/Side-Scrolling. EASTER EGGS: Let's be invincible. Go the jukebox screen and select sounds 3, 12, 17, 2, 2, 10, 7, 11 in that order, pressing C after each one. If you did it correctly you'll hear "oh yeah". PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and 7 (out of 10). Released 1995. #1569.
- Contra Hard Corps** **Konami** **\$12/R2**
Familiar, fast-paced action for one or two players simultaneously. And yep, it's just as hard as all of the Contras that had come before it. There are some surprisingly good effects with huge sprites, you'll like what you see here. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1994.
- Cool Spot** **Virgin** **\$7/R3**
Designed by David Perry. Music by Tommy Tallarico. Features the at-that-time mascot for 7-Up soda, an animated red spot with sunglasses. Great graphics and (especially) music and solid gameplay. One of the better platformers on the Genesis. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 8 (out of 10). Released 1992. #T-70196.
- Cosmic Spacehead** **Codemasters** **\$10/R4**
Designed by Peter Williamson, Toby Eglesfield, Derek Leigh Gilchrist. Split between point & click adventure and mini-games (including a fair share of simple platforming stages), this is another one of those sleepers in the library that's certainly worth checking

out. Puzzle/Point & Click. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1993.

- ☐ **Crack Down** **Sega** **\$7/R3**
Based on the 1989 Sega coin-op. Unique top-down stealth/shooter game that even has simultaneous two-player split-screen action. Everything is really tiny, but the game is a throwback to a classic style and thus, a game we like to play. Released 1990.
- ☐ **CrossFire** **Kyugo Trading** **\$15/R6**
a.k.a. Super Airlift
Based on an obscure 80's TV action series. Difficult to categorize as the game's three stages include an uninspired vertical helicopter shooter, an attack with a super 'copter into the base, and a Commando-style gunfight once inside. Miscellaneous/Mini-Games. Released 1991.
- ☐ **Crûe Ball** **Electronic Arts** **\$4/R2**
a.k.a. Twisted Flipper
Licensed pinball game based on the music and images of hard rock band Motley Crue. Features "Live Wire", "Dr. Feelgood", and "Home Sweet Home". Traditional/Video Pinball. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 6, and 6 (out of 10). Released 1992. #7072.
- ☐ **Crusader of Centy** **Atlus** **\$35/R6**
a.k.a. Soleil, Ragnacenty
Developed by Nextech. Zelda-ish action RPG with lots of puzzle-solving and regenerating bad guys. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1994. #T-144026.
- ☐ **Crystal's Pony Tale** **Sega** **\$8/R4**
Developed by Artech Studios. A "Sega Club" title. Guide a pony collecting keys and horseshoes across non-threatening environments. Very simple puzzle-solving along the way. Action/Platform/Scrolling Screen. Released 1994.
- ☐ **Cuthroat Island** **Acclaim** **\$2/R2**
Developed by Software Creations. Based on the 1995 action/adventure film starring Geena Davis and Matthew Modine. Based on the 1995 movie. One or two-player simultaneous swashbuckling action. Also released on SNES. Fighting/Side-Scrolling. Released 1995.
- ☐ **Cyberball** **Tengen** **\$3/R2**
Based on the 1988 Atari Games coin-op. It's football in the 21st Century, when robots do the work of men and the ball will eventually explode if your team doesn't progress. Sports/Futuristic. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1990.
- ☐ **Cyber-Cop** **Virgin** **\$4/R2**
a.k.a. Corporation (Europe)
Developed by Core Design. Zero Tolerance handles the first-person action better than this sluggish and plodding jaunt through some rather utilitarian levels. The Genesis shouldn't have been asked to handle 3D. It wasn't good at it. Shooter/First-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and 4 (out of 10). Released 1992.
- ☐ **Cyborg Justice** **Sega** **\$6/R3**
Developed by Novotrade. So they turned you into a robot. Now what are you gonna do? Well, for starters, you're going to go from left to right destroying any robots in your path, even using parts from their beaten bodies. You can even fight alongside a fellow gamer (cyborg). Superb animation but a little repetitive. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1993.
- ☐ **Dark Castle** **Electronic Arts** **\$8/R3 -**

Developed by 360 Pacific. Originally designed for the Commodore 64. Really frustrating platform/shooter with lots of levels, each of them with their own share of unfair deaths in store for you. Also released on CD-i. Action/Platform/Fixed Screen. Released 1991. #7034.

- ☐ **Dashin' Desperadoes** **Data East** **\$5/R3**
It's a platformer... and it's a racing game. It's two, two... TWO games in one! Kinda fun, actually. Racing/Miscellaneous Racing. EASTER EGGS: To play the falling rock mini-game, select two-player mode and enter ROCK as a password. You'll hear "OK" to confirm. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1993.
- ☐ **David Crane's Amazing** **Absolute** **\$4/R2**
Tennis
Designed by Jay Obernolte. Original game designed by David Crane. With a built-in Foot Locker endorsement (but only fictional players). The unusual perspective takes some time getting used to. Also released on SNES. Sports/Tennis. Released 1992.
- ☐ **David Robinson's Supreme** **Sega** **\$3/R2**
Court
Developed by ACME Entertainment. As dominant as Genesis sports titles were in their day, this one really was a step backwards. Robinson is nowhere to be found in the game, which has you select from a small roster of fictional players. Even the camera angle is awkward and too far away from the action. Sports/Basketball. Released 1992. #1214.
- ☐ **Davis Cup Tennis** **Tengen** **\$2/R2**
Developed by Loriciel. Like most tennis games of the era, it takes a bit of getting used to, but it's a solid sim. No pro players but a solid engine. Also released for TG-16. Sports/Tennis. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1993.
- ☐ **Deadly Moves** **Kaneko** **\$5/R3 -**
a.k.a. Power Athlete (Japan)
Stiff and unexciting fighter clearly attempting to capitalize on the genre du jour. We were not fooled. Fighting/Tournament Style. Released 1992. #T-33046.
- ☐ **Death and Return of** **SunSoft** **\$12/R5**
Superman, The
Designed by Dan MacArthur. Developed by Blizzard Entertainment. Based on the controversial comic book story. Guide several different versions of Superman through various beat 'em up stages. Standard formula but still fun. Also released on SNES. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10). Released 1995.
- ☐ **Death Duel** **Razor Soft** **\$6/R3**
Developed by Punk Development. Essentially a first-person boss battle game. Superb soundtrack, each character even has its own theme music. Shooter/Target Shooting "Gun Games". Released 1992. #T-56036.
- ☐ **Decap Attack** **Sega** **\$4/R2**
You're "Chuck D. Head". Can you guess what you do in the game? Interesting twist on an overdone genre which requires you to use your head and use the right items to get through each level. Action/Platform/Scrolling Screen. Released 1991. #1027.
- ☐ **Demolition Man** **Acclaim** **\$5/R3**
Developed by Virgin. Based on the 1993 action/sci-fi movie featuring Sylvester Stallone and Wesley Snipes. Based on the 1993 movie starring Sylvester Stallone and Wesley Snipes. Music by Tommy Tallarico. Gunfire aplenty in side-scrolling and top-down missions. A real sleeper! Also released on SNES, and an enhanced version on Sega CD. The 3DO version is an entirely different game.

Action/Platform/Shooter. **EASTER EGGS:** Stuck on a level? Jump to the next. Pause a game in play and press Left, Right, A, B, B. When you press Start the next level loads up. Released 1995.

☐ **Desert Demolition starring Sega \$5/R3**
Road Runner and Wile E Coyote

Developed by BlueSky Software. Platformer where you're the Road Runner avoiding Wile E Coyote. Unlike the cartoons, Road Runner gets caught in this game. A lot. Action/Platform/Scrolling Screen. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1995. #1062.

☐ **Desert Strike: Return to the Electronic Arts \$3/R2**
Gulf

Designed by Mike Posehn, John Manley. Good soundtrack, eh? Not surprising as it's composed by Commodore veteran Rob Hubbard. Mission-based helicopter sim, the first in a series. Followed by Jungle Strike. Also released on SNES. Shooter/360 Degrees. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1992.

☐ **Devilish Sage's Creation \$15/R4**
a.k.a. Bad Omen (Japan)

Control a pair of paddles (one fixed and one that you can move about) to smash your ball through walls and other obstacles. Kinda like a modern Super Breakout. Action/Pong-Style. **EASTER EGGS:** You won't have to avoid missing ball for high score when you've got 99 balls to work with! At the title screen where it says "press start", press Start, then hold A + C + Left, and press Start again. Released 1992.

☐ **Dick Tracy Sega \$8/R4**

Though the comic book was originally penned by Chester Gould in 1931, the game is clearly based on the 1990 movie which is based on his characters. Mix of side-scrolling and target shooting games. Action/Platform/Shooter. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1990. ©Touchstone. #1014.

☐ **Dick Vitale's "Awesome, Time Warner \$2/R1**
Baby!" College Hoops

Vitale is a popular (or unpopular, depending on who you ask) college basketball "color man" and you'll get to hear a lot of his sound bytes here. Much different than other Genesis basketball titles in that this one uses scaling and rotation to produce a third-person effect. Sports/Basketball. Released 1994. #T-48236.

☐ **Dino Land Renovation \$20/R6**

Developed by Wolf Team. It's video pinball alright, but more along the lines of Devil's Curse, with multiple screens, moving targets and boss battles. Traditional/Video Pinball. Released 1991.

☐ **Dinozaurs For Hire, Tom Sega \$8/R4**
Mason's

Designed by John Kuwaye. Based on the comic book series. Gun-totin' dinosaurs terrorize the streets. Completely different than the Sega CD version. Action/Platform/Shooter. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1993.

☐ **DJ Boy Kaneko \$10/R4**

Designed by E Aizawa, K Matsumoto, M Yoshida. Based on the 1989 Kaneko coin-op. Imagine Double Dragon on rollerskates and you'll have some kind of an idea about DJ Boy's gameplay, though it does feel unique with its platforming elements. Fighting/Side-Scrolling. Released 1990.

☐ **Doom Troopers: The Mutant Playmates \$5/R3**
Chronicles

Developed by Adrenalin Entertainment. Ultraviolet 1 or 2-player

simultaneous platformer featuring decapitations, dismemberment, and twitching, bloody corpses. Right on! Also released on SNES. Action/Platform/Shooter. **EASTER EGGS:** You can play invincibly (unless you do something stupid like fall to your death) by entering the password "SOUTHPAW" at the options menu. Incidentally, "ARGONATH" is the password for the level select cheat. Released 1995.

☐ **Double Dragon Accolade \$25/R6**

Based on the 1987 Taito coin-op. One of the first of a genre that was very popular in the mid 90's, Double Dragon spawned a number of sequels, imitators, and spin-offs. Also released on Atari 7800, NES and Sega Master System. Fighting/Side-Scrolling. Released 1992.

☐ **Double Dragon 3: The Flying Edge \$8/R3**
Academy Game

a.k.a. Double Dragon 3: The Rosetta Stone
Based on the 1990 Technos coin-op. Huge graphic improvement over Accolade's Double Dragon. It's also insanely difficult. Flying Edge was a division of Acclaim. Fighting/Side-Scrolling. **EASTER EGGS:** You can access a hidden option screen that allows you to select who the starting fighters are - among other things - by pressing A + B + C when the wall of hieroglyphics scroll by in the opening screen. Released 1992.

☐ **Double Dragon V: The Tradewest \$8/R2**
Shadow Falls

Developed by Legend. Double Dragon meets Street Fighter. Not a good fighting game at all. Also released on Jaguar and SNES. Fighting/Tournament Style. Released 1994.

☐ **Double Dribble: The Playoff Konami \$3/R2**
Edition

a.k.a. Hyper Dunk: The Playoff Edition (Japan)
Based on the 1986 Konami coin-op. Arcade-style 5-on-5 hoops or up to eight players in multi-play mode. No licenses and it's also missing those close-up dunks that were featured on the NES years earlier. Sports/Basketball. **PERIODICALS:** Electronic Gaming Monthly gave this game a 6, 5, 5, and 5 (out of 10). Released 1994.

☐ **Dr. Robotnik's Mean Bean Sega \$5/R2 +**
Machine

Developed by Compile. Based heavily on the Sega arcade series "Puyo Puyo". Puzzle/Action. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 8, and 6 (out of 10). Released 1993. #1706.

☐ **Dragon: The Bruce Lee Story Acclaim \$8/R4**

Developed by Virgin. Based on the 1993 action biography starring Jason Scott Lee. Based on the 1993 movie. This kind of game has been done better without the movie license. One saving grace: the battles are fairly long. Also released on Jaguar and SNES. Fighting/Tournament Style. Released 1993. ©MCA/Universal.

☐ **Dragon's Fury Tengen \$5/R3 +**
a.k.a. Devil Crash

Designed by Indick MST, Yotaro, Zako. Developed by Techno Soft. The Genesis port of Devil's Crush from the TurboGrafx-16. Fantastic pinball action. Traditional/Video Pinball. **EASTER EGGS:** To play with 8 balls instead of 3 (and who wouldn't?) enter the password "DEVILCRASH". **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1992. #301034.

☐ **Dragon's Revenge Tengen \$10/R3**

A pinball sequel to Tengen's own Dragon's Fury. Proof that sequels aren't always better, this one's physics aren't quite as good, nor are the graphics. The playfield is also wider than a single board, which makes things a little confusing. Traditional/Video Pinball.

PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and 6 (out of 10). Released 1993.

- ❑ Dune: The Battle for Arrakis** **Virgin** **\$20/R5**
Developed by Westwood Studios. Based on the universe created by Frank Herbert. Good mix of resource management and wargames. Sadly, there is no two-player mode. Simulation/Real-Time Strategy. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 7, and 7 (out of 10). Released 1994.
- ❑ Dungeons & Dragons: Warriors of the Eternal Sun** **Sega** **\$20/R4 +**
Designed by Louis Castle, Mark Lindstrom, Ed Annunziata. Developed by Westwood Studios. Create a four-person party and set out for adventure, D&D style. Overworld battles are in "gold box" style format while dungeons are in a Phantasy Star-like format. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 4, and 4 (out of 10). Released 1992.
- ❑ Dynamite Duke** **Sega** **\$8/R4**
Developed by AM2 (Sega). Based on the 1989 Seibu Kaihatsu coin-op. Fans of SNK's NAM will relate to this game as it has very similar mechanics. You could also look at it as a third-person Operation Wolf. The fact that your movement controls both your character and crosshairs simultaneously made us wish for a better control scheme, but it's not bad. Shooter/Target Shooting "Gun Games". EASTER EGGS: To access a hidden cheat menu, highlight "Options", press C (x10) and then Start. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 4 (out of 10). Released 1990.
- ❑ Dynamite Headdy** **Sega** **\$12/R3 +**
Designed by Keiji Fujita, SRK, Yaiman. Developed by Treasure. Also released for Game Gear. Action/Platform/Scrolling Screen. EASTER EGGS: A little tired of the first two levels and want to jump deeper into the game? To choose a starting level, go to and to highlight "game start" and press C, A, Left, Right, B. You'll hear "NICE!". Now just press Start to enter the level select menu. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 6 (out of 10). Featured on the cover of GameFan in August 1994. SANTULLI SLANT: You know, whenever someone tells me that I often think with my "other" head, I remind them that Dynamite Headdy has 15 of them and he seems to do just fine switching between them when the need "arises". A really colorful and underrated game by Treasure, commonly overshadowed by that "other" Genesis game of theirs, Gunstar Heroes. It's fairly standard platform fare, even the head-switching thing isn't used as much as it feels like it should be, but it's a solid game all-around nonetheless [Gr: 9, S: 6, Ga: 8, Ov: 8] Released 08/04/94, ©1994 Sega.
- ❑ Earnest Evans** **Renovation** **\$7/R3**
Developed by Wolf Team. The prequel to another Genesis title, "El Viento". Very quirky title with the main character, an Indiana Jones-type adventurer complete with whip, animated a bit like a marionette. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1992.
- ❑ Earth Defense** **Realtec** **\$15/R4 -**
Called "Earth Defends" in the actual game, though Realtek games have early/mid 1990's copyright dates, we didn't see them until the very last days of the Genesis, circa 1998. Shooter/Vertical Scrolling.
- ❑ Earthworm Jim** **Playmates** **\$7/R2 +**
Designed by David Perry, Nicholas Jones, Andy Astor. Developed by Shiny Entertainment. Music by Tommy Tallarico. The earthworm contained within a mechanical human torso raised the bar for platform games. Lots of great levels, characters, and sound effects. Also released on a number of other systems, followed by

several sequels, and spawned an animated TV show and many action figures. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 8 (out of 10). Released 1994. #2200.

- ❑ Earthworm Jim 2** **Playmates** **\$10/R3**
Designed by Andy Astor, Nicholas Jones, David Perry. Developed by Shiny Entertainment. Basically a continuation of the original EJ title, with over-the-top stages, clever mini-games and a memorable musical score by Tommy Tallarico. Also released on SNES. Action/Platform/Scrolling Screen. EASTER EGGS: You can become invincible Jim by pausing the game and pressing A (x4), Left, Right (x2), Left. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and 6.5 (out of 10). Released 1995.
- ❑ Ecco Jr.** **Sega** **\$10/R5**
Developed by Novotrade. This could just as well have been called Ecco 3, though the themes are a bit lighter and the difficulty eased up a bit. Call it Ecco Lite. A "Sega Club" title. Action/2D Adventure. EASTER EGGS: Even Jr. can cheat. To access a hidden "parent's options" menu, go to the title screen and hold A + B + C. Released 1995.
- ❑ Ecco the Dolphin** **Sega** **\$4/R2 +**
Developed by Novotrade. You control the title character, who can communicate with other sea life, solve puzzles, smash enemies, and perform acrobatic jumps. An enhanced version was released on Sega CD. Action/2D Adventure. EASTER EGGS: Filthy cheating! dolphin! Pause a game in play while Ecco is turning (and is facing the screen). Then press Right, B, C, B, C, Down, C, Up. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1992. #1042.
- ❑ Ecco: The Tides of Time** **Sega** **\$4/R1**
Developed by Novotrade. The sequel to Sega's own "Ecco the Dolphin". Major improvements in graphics and music make this one of the prettiest Genesis games ever. An enhanced version was released on Sega CD. Action/2D Adventure. EASTER EGGS: If you'd prefer to keep Ecco's cheating ways similar to the first game, pause while in play as Ecco is turning (and is facing the screen). Then press A, B, C, B, C, A, C, A, B. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). Released 1994. #1553.
- ❑ El Viento** **Renovation** **\$5/R2**
Designed by Small Taro. Developed by Wolf Team. Guide your boomerang wielding female warrior through 1928 gangland New York. Yes, it's that weird. Actually inspired a sequel, "Annet Again" on the Mega CD (Japan). Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1991.
- ❑ Elemental Master** **Renovation** **\$15/R4**
Developed by Techno Soft. A ground-based vertical shooter (apparently an elemental master is a kind of magical nomad), you can even shoot straight behind you. Reminiscent of Namco's Phelios in presentation. Shooter/Vertical Scrolling. Released 1990.
- ❑ ESPN Baseball Tonight** **Sony** **\$1/R1**
Developed by Park Place Productions. Real teams but no player names, no options for playing a full season, and a difficult camera angle but it does have a home run derby. Chris Berman, and very good graphics. Also released on SNES, and an enhanced version on Sega CD. Sports/Baseball. Released 1994. #T-93056.
- ❑ ESPN National Hockey Night** **Sony** **\$3/R3**
How can you compete with EA's NHL series when you don't have player names? Good looking game but it's not enough. Also released on SNES, and an enhanced version on Sega CD. Sports/Hockey. Multiplayer adapter compatible. EASTER EGGS: Crummy mini-games! To access the Pong mini-game, go to the

option/game/control screen and press B, C (x3), Up, Down. To access the Squid Pong mini-game, press A, C, B, Up, Right instead. You'll hear a cheer to confirm, go to the game to begin. Released 1994. #T-93176.

ESPEN Speedworld Sony \$3/R2

Designed by Phillip L Weeks. A 3D racer that even has a season mode. The animation really suffers, with tiny cars showing very little movement. Also released on SNES. Racing/F1/Indy/Stock Cars. Released 1994.

ESPN Sunday Night NFL Sony \$1/R1

Designed by Ed Ringler. Developed by Ringler Studios. A football sim with real NFL teams and stadiums but common to other ESPN titles, no player names. Even in 1994 it just wasn't enough for sports fans who could play with their favorite players in the EA games. Also released on SNES, and an enhanced version on Sega CD. Sports/Football. Released 1994. #T-93046.

ESWAT: Cyber Police - City Under Siege Sega \$2/R1

Designed by Momonga Momo. Little Sun. Based on the 1989 Sega coin-op. Lost a lot of action and graphics in the conversion from arcade to home. Also released on Sega Master System. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 7, and 7 (out of 10). Released 1990.

Eternal Champions Sega \$3/R1

Best played with a 6-button controller. Interesting characters, lots of moves and hidden extras, and big, colorful sprites. Still, Eternal Champions is an acquired taste. A sequel was released for Sega CD but the series ended there, despite fans' petitions to get it onto later Sega consoles. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, and 5 (out of 10). Released 1993. #1145.

Evander "Real Deal" Holyfield Boxing Sega \$2/R1

Developed by ACME Entertainment. Pretty much the same game as Greatest Heavyweights with a different set of boxers, with this one highlighting then-champ Holyfield. Sports/Boxing. EASTER EGGS: You can play career mode with Hulk-like character (in both looks and skills) by entering your name as "THE BEAST". Released 1992.

Exile Renovation \$12/R3

Developed by Telenet Japan. Role-Playing/Side View Real-Time. Released 1991.

Ex-Mutants Sega \$3/R2

Developed by Malibu. Generic actioner that "borrows" from lots of other games, characters, and concepts. Based on the comic book. Action/Platform/Hack & Slash. EASTER EGGS: Let's cheat. From the options menu, set the music to 05, and the sound FX to 21. Highlight "exit" and hold A, B, and C and then press Start. Released 1992.

Exo Squad Playmates \$15/R5

Designed by David Luehmman, Tamas Vizmathy, Peter Kaldi. Developed by Novotrade. Surprisingly good-looking action game with third-person shooting elements (looks much like PlayStation Omega Boost), side-scrolling shooting and one-on-one combat, each stage with huge, well-animated characters. Based on the animated series that aired on USA network between September 1993 and May 1994. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4, 3.5, and 3.5 (out of 10). Released 1995.

Exodus: Journey to the Promised Land Wisdom Tree \$30/R3

Plays like Boulder Dash. This title as of June 2004 was still available through Wisdom Tree at <http://www.wisdomtreeregames.com/>. Also released on NES. Released 1993.

F-117 Night Storm Electronic Arts \$4/R2

Designed by Chris Ebert, Chuck Sommerville, Michael Kosaka. Fly stealth missions with the F-117. More fluid than most flight sims, this is a solid title. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1993.

F-15 Strike Eagle II Microprose \$5/R2

Fair adaptation of the popular Microprose PC game. Simulation/Air Vehicle Combat. Released 1993.

F-22 Interceptor: Advanced Tactical Fighter Electronic Arts \$2/R1

Original game designed by Edward Lerner. This is the kind of flight sim you don't want to see: obviously clunky and really ugly. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 5 (out of 10). Released 1991. #7015.

Faery Tale Adventure, The Electronic Arts \$12/R4

Designed by Joe Pearce. Developed by New World Computing. Conversion of the 1987 Amiga game developed by Microlussions Inc. The game was four years old when it hit the Genesis and it showed. Role-Playing/Third-Person Real-Time. Released 1991. ©Microlussions Inc. #7056.

Family Feud GameTek \$8/R4

Based on the TV game show that debuted in 1976. Also released on NES, SNES and 3DO. Traditional/Game Show. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1993. #T-83076.

Fantasia Sega \$6/R3

Developed by Infogrames. Based on the 1940 Disney animated movie. There are some nice visuals and music in the game, but it just pales in comparison to Castle of Illusion and has no real surprises for platform gamers. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and 5 (out of 10). Released 1991.

Fantastic Dizzy Codemasters \$10/R4

Designed by Derek Leigh Gilchrist, Ash Hogg. Original game designed by The Oliver Twins. He's an egg, we think, though he's pretty bouncy for an egg. Includes some puzzle-solving elements as well. Dizzy can carry three objects at once - which certainly adds another dimension to an otherwise standard platformer. Action/Platform/Scrolling Screen. EASTER EGGS: Jump directly to the "subgame cheat thing". Go to the title screen and press Right, Up, B, A, Down, Up, B, Down, Up, B. There, that's better. Released 1993.

Fatal Fury Takara \$3/R2

a.k.a. Fatal Fury Special (Europe)

Based on the 1991 SNK coin-op. Surprisingly good conversion of the Neo-Geo classic with 8 selectable characters. At the time, this was Street Fighter II's best competition. Also released on SNES. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and 3 (out of 10). Released 1993.

Fatal Fury 2 Takara \$5/R3

Based on the 1992 SNK coin-op. Another wonderful conversion of a Neo-Geo coin-op fighter by Takara, this time with better graphics and 12 selectable characters. Also released on SNES. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 7, and 7 (out of 10). Released 1994.

Fatal Labyrinth Sega \$5/R2

It's either an homage to the classic random-generating dungeon

crawls of an age gone by, or a really lazy, watered-down RPG. You decide. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 4 (out of 10). Released 1991.

❑ Fatal Rewind Electronic Arts \$6/R3

a.k.a. The Killing Game Show (Europe)

Released 1991.

❑ Ferrari Grand Prix Challenge Flying Edge \$4/R2

Developed by Varie. If you didn't know better, you'd swear that this is just Namco's Pole Position updated for the 90's. It does, however, feature 2 player split-screen racing. Also released on NES. Flying Edge was a division of Acclaim. Racing/F1/Indy/Stock Cars. Released 1991. #T-81016.

❑ FIFA International Soccer Electronic Arts \$2/R1

Designed by Jan Tian, Brian Plank, Kevin Pickell. Developed by Extended Play Productions. This game made soccer cool for videogamers. The isometric playfield works very well, and the game launched sequels that continue to this day as well as soccer franchise possibilities for other developers, which until EA's FIFA simply did not exist. Also released on SNES, and an enhanced version on Sega CD and 3DO. Sports/Soccer. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 7 (out of 10). Released 1993. #7255.

❑ FIFA Soccer '95 Electronic Arts \$2/R1

Designed by Jan Tian, Brian Plank, David Hards. Developed by Extended Play Productions. The same development team returned in '95, the game's AI was tightened, season play was enhanced, and victory dances were added. Also released on SNES. Sports/Soccer. Multiplayer adapter compatible. EASTER EGGS: There are a few codes to get special ability teams, but the one that we like the most is the one that activates the stupid team. Select any league. At the option screen press A, B, C, A, B, C. Released 1994.

❑ FIFA Soccer '96 Electronic Arts \$2/R1

Designed by Brian Plank, David Hards, Shawn Taras. Developed by Extended Play Productions. How do you improve on 16-bit soccer perfection? Tighten the AI further, add animations, and expand the team selection to 237 teams, that should work. It worked on us. Sports/Soccer. Multiplayer adapter compatible. Released 1995.

❑ FIFA Soccer '97 Electronic Arts \$2/R2

Designed by Umraro Mayer, John Jacecko. Developed by XYZ Productions. The last of the FIFA series in the US, now you've even got an indoor mode, new gameplay modes, and according to EA, more "challenge". Sports/Soccer. Multiplayer adapter compatible. Released 1996.

❑ Fighting Masters Treco \$15/R5

Tiny characters fight in extreme arena battles. It's part Street Fighter, part WWF. Fighting/Tournament Style. Released 1992.

❑ Final Zone Renovation \$4/R2

Developed by Wolf Team. We gave better scores than most of the pros for this isometric view mech shooter. Wolf Team always had something interesting to offer, a development team that put in consistently great efforts during the 16-bit era. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and 4 (out of 10). Released 1990.

❑ Fire Shark DreamWorks \$12/R5

Based on the 1990 Romstar coin-op. Fans of Truxton should dig this one, they're very similar games. Several power-up types (recognizable by color) and levels as you battle through with your bi-plane. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 7 (out of 10). Released 1990. #6103.

❑ Flashback: The Quest for US Gold \$8/R2 + Identity

Designed by Benoist Aron, Philippe Chastel, Paul Cuisset, Frederic Savoir. Developed by Delphine Studios. Even if you had never played that other Delphine 2D adventure Out of This World, you'll appreciate this one. Great cinematics, superb control, and an amazing story. It's no wonder that Flashback appeared on so many consoles of the era. Also released on SNES, and an enhanced version on Sega CD and 3DO. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 8 (out of 10). Released 1993. #T-79086.

❑ Flicky Sega \$16/R5 +

Based on the 1984 Sega coin-op. Very nice port of a sleeper arcade game where you're a blue bird ("Flicky") who must rescue smaller yellow birds. Easy to learn, tougher to master, especially in the later rounds. Flicky turned in a few cameos in later Sega games on the Saturn and in the arcade. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 5 (out of 10). Released 1991. #1022.

❑ Flintstones, The Taito \$8/R4 -

Based on the popular Hanna-Barbera cartoon (or is it the 1994 live action movie?). Standard platforming fare. Also released on SNES. Action/Platform/Scrolling Screen. EASTER EGGS: To access a level select, from the title screen hold A + B + C + Left, then press Start. Released 1993.

❑ Foreman For Real Boxing Acclaim \$6/R3

Developed by Software Creations. The second George Foreman game for the Genesis (the first was KO Boxing), this is where Acclaim typically failed: licensed products. In this one, you had better hope your opponent doesn't choose George Foreman to use against you or you're doomed, as he is the only "real boxer" in the game, and naturally loaded on the stats. Perspective is that behind-the-shoulder view that worked so well for Boxing Legends of The Ring. Also released on SNES. Sports/Boxing. Released 1995.

❑ Forgotten Worlds Sega \$7/R3

Based on the 1988 Capcom coin-op. This futuristic shoot-em-up is one of the best coin-op ports available on the Genesis. There is no noticeable difference between this and the arcade version, and trust us, we're fans of both. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1989.

❑ Formula One Domark \$8/R4

a.k.a. F1 World Championship Edition

Designed by Jean Luc Langlois, Christian Droin. Developed by Lankhor. Bears more than a passing resemblance to Sega's Super Monaco GP, except it's not quite as pretty. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1993.

❑ Frank Thomas Big Hurt Baseball Acclaim \$2/R1

Hooray for real ballplayers, but we noticed the missing team names. Decent graphics but nothing compared to Sega's World Series Baseball, released that same year. Also released on SNES. Sports/Baseball. Released 1995. #T-81476.

❑ Frogger Majesco \$8/R4

Based on the 1981 Sega coin-op. Released around the same time as the (poor) Frogger remake for the PlayStation and PC, but this version stays true to the original coin-op. Also released on SNES. Action/Platform/Fixed Screen. LANDMARK: This was the last game fun for the Genesis. Released 06/01/98.

❑ Fun 'n Games Tradewest \$10/R4

Developed by Leland Interactive Media. Make music, draw pictures,

and play some basic games. The "game" elements include Mouse Maze, Space Lazer and Whacko Clown. It's interesting to note that the graphics in these games are better than the 3DO. Also released on SNES and 3DO. Miscellaneous/Mini-Games. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1993.

❑ Funny World / Balloon Boy Realtek \$10/R4

Developed by AV Artisan. A 2-in-1 cart containing two decidedly dull games. Though Realtek games have early/mid 1990's copyright dates, we didn't see them until the very last days of the Genesis, circa 1998. Released 1993.

❑ Gadget Twins GameTek \$2/R2 -

Developed by Imagitec Design. We REALLY wanted to like this one. They're coming at you from all sides, a good sign. But the controls are weird, forcing you to select a direction to attack from. That would be fine if it weren't for the fact that they're coming from all sides, not to mention that your weapon has a very short delay. Shooter/360 Degrees. EASTER EGGS: Here's another easy level select code. From the title screen, press C, A, Right, Left, C, A, Right, Left. The fish will change color. Press Start to enter the select screen. Released 1992.

❑ Gaiarsa Renovation \$20/R5

Developed by Telenet Japan. Solid shooter often referred to by Genesis fans, the gimmick here is that you have an adaptive "TOZ" device that when launched at certain enemies allows you to use their attack styles, which creates some interesting customizable options. Shooter/Horizontal Scrolling. EASTER EGGS: Who needs an invincible ship? You do. Just pause the game (at the beginning of any level), hold A + C and press Left. The screen will freeze for a moment. Unpause the game to play invincibly through that level. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 8 (out of 10). Released 1990. #T-49066.

❑ Gain Ground Renovation \$10/R4

Designed by N Okabe. Kanchan. Based on the 1988 Sega coin-op. Slow-paced action game that looks like a Gauntlet clone but requires more intelligent match-up strategies on the player's behalf than twitch reflexes. Shooter/360 Degrees. Released 1990.

❑ Galahad, The Legend of Electronic Arts \$8/R5

Designed by David Dootson. Developed by Psynopsis/Traveller's Tales. Original game designed by Jon Burton and Andy Ingram. Guide Galahad through stage after stage of mindless monsters, leaps of faith, and unexpected death traps. Action/Platform/Hack & Slash. Released 1992.

❑ Galaxy Force II Sega \$2/R2

Developed by CRI. Based on the 1988 Sega coin-op. A kind of "After Burner in space" that alternates between basic baddie blasting and rally racing-style space tunnel navigation. Shooter/Third-Person Shooter. Released 1991.

❑ Garfield: Caught in the Act Sega \$10/R5

Based on the Jim Davis cartoon cat who loves to sleep and eat lasagna. Of interest: the Sega Channel had an exclusive title called "Garfield: The Lost Levels" where new levels from this same game engine could be played. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and 4 (out of 10). Released 1995.

❑ Gargoyles Sega \$4/R2

Designed by Chris Shrigley. Developed by Buena Vista Interactive. Based on the Disney animated TV series that aired between 1994 and 1997. Your bat-like character can climb, fly short distances, and of course, kill. Action/Platform/Hack & Slash. EASTER EGGS: Behold, my invincible gargoyle! To get to yourself, Pause a game in play and press A, B, Right, A, C, A, Down, A, B, Right, Left. Your life bar should be flashing. Be careful to avoid picking up the

shields, that de-activates your invincibility. PERIODICALS:

Electronic Gaming Monthly gave this game a 7.5, 6.5, 5, and 4 (out of 10). Flux magazine gave this game an A. Released 1995.

❑ Gauntlet IV Tengen \$12/R3

This cart contains a perfect port of the "Gauntlet" coin-op as well as a "remixed" version of the game featuring more RPG-styled play. Beware the quest mode's rigorous 25-character password system, however. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1994.

**❑ Gemfire Koei \$7/R3
a.k.a. Royal Blood (Japan)**

Turn-based swords and sorcery done in traditional Koei strategy style. Also released on NES and SNES. Simulation/Turn-based War/RPG Game. Released 1992.

❑ General Chaos Electronic Arts \$10/R4

Designed by Jeff Nauman, Brian Colin. Developed by Game Refuge. Four cartoonish military characters go head-to-head on various landscapes with various objectives. Heavily borrows the artistic style of Midway games like Arch Rivals and Rampage. This game was originally packaged with the Electronic Arts "4-Play" multiplayer adapter. Simulation/Real-Time Strategy. Multiplayer adapter compatible. Released 1993. #7143.

❑ Generations Lost Time Warner \$7/R3

Developed by Pacific Software. Plays a bit like Flashback: Quest for Identity minus the intriguing storyline but plus a cool super-suit. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1994.

❑ Genesis 6-Pak Sega \$5/R3 +

A compilation that includes Sega classics Columns, Golden Axe, Revenge of Shinobi, Sonic the Hedgehog, Streets of Rage and Super Hang-on. Who'd a thunk they could squeeze all of that into one cartridge? At one time this was a pack-in game with the 2nd model Genesis console. Miscellaneous/Compilation. #1717.

**❑ Genghis Khan 2: Clan of the Koei \$25/R5
Gray Wolf**

The sequel to the NES game Genghis Khan, imagine Romance of the Three Kingdoms in Mongolia and you've got a pretty good picture of GK2. Also released on SNES. Simulation/Turn-based War/RPG Game. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 5 (out of 10). Released 1993.

❑ George Foreman's KO Boxing Flying Edge \$4/R2

Developed by Beam Software. The first Foreman game on the Genesis (we'd also be treated to 1995's Foreman For Real), this one takes on the style of Nintendo's popular Punch-Out!! Series. Also released on NES and SNES. Flying Edge was a division of Acclaim. Sports/Boxing. Released 1992. #T-B1116.

❑ Ghostbusters Sega \$8/R4

Designed by Doro Pi. Based on the 1984 sci-fi/comedy starring Dan Aykroyd and Bill Murray. It is a totally different game from the earlier Activision titles which were also based on the movie. Action/Platform/Shooter. Released 1990. #1007.

**❑ Ghouls 'n Ghosts Sega \$8/R4 +
a.k.a. Daimakaimura (Japan)**

Based on the 1988 Capcom coin-op. The game that really made people sit up and notice the Genesis. Phenomenal port of the arcade game. Also released on Sega Master System, and a "Super" version on SNES. Action/Platform/Hack & Slash. LANDMARK: This was a launch title in the US. EASTER EGGS: Most people find this to be a tough game. It's easier when you're invincible (though that still doesn't guarantee victory). When you see "Start" on the title screen, press A (x4), Up, Down, Left, Right. After you hear the

confirmation chime, hold B and press Start. When you hear the chime again, hold C and press Start. Then go play, you can't be hit by most things. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). Released 1989.

- Global Gladiators: Mick and Virgin \$4/R2**
 Though not immediately obvious, this game uses the McDonald's food chain license. Features an incredible soundtrack by Tommy Tallarico. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 6 (out of 10). Released 1992.
- G-Loc: Air Battle Sega \$3/R2**
 Repetitive and jerky combat flight sim that alternates between first and third-person views. Simulation/Air Vehicle Combat. Released 1992.
- Gods Mindscape \$8/R3**
 Designed by Gary J. Foreman. Developed by Graftgold. Original game designed by Eric Matthews and Steve Tall (Bitmap Brothers). Also released on SNES. Action/Platform/Hack & Slash. Released 1992.
- Golden Axe Sega \$6/R2 +**
 Designed by Takosuke. Based on the 1989 Sega coin-op. Terrific arcade port for one or two simultaneous players, hacking their way across fantasy landscapes seeking revenge. Followed by two sequels though Golden Axe III was not released in the US. Also released on Sega Master System. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1989.
- Golden Axe II Sega \$8/R4**
 Loosely based on the original Golden Axe coin-op, there is no arcade counterpart for Golden Axe II. A new move or two, but basically a continuation of the previous game. Followed by the Japan-only Golden Axe III. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1991.
- Goofy's Hysterical History Absolute \$12/R5**
 Designed by Chris Will, Bill Jannott, Michael Fernie, Roger W. Amidon. Based on the Disney character, a museum janitor sucked into the past and forced to exist in an uninspired platform world. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and 4 (out of 10). Released 1993. #T-86066.
- Granada Renovation \$10/R5**
 Developed by Wolf Team. Top-down shooter where you assume control of an advanced tank vehicle with some serious firepower. Guide it through various levels (usually futuristic cityscapes) completing mission objectives. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1990.
- Great Circus Mystery starring Mickey & Minnie, The Capcom \$8/R4**
a.k.a. Mickey and Minnie's Magical Adventure 2 (Japan)
 Similar to the Castle of Illusion game but with two mice on the screen at once. Also released on SNES. Action/Platform/Scrolling Screen. Released 1994.
- Great Waldo Search, The T*HQ \$5/R3 -**
 Designed by Richard Young. Developed by Radiance Software. Based on the popular book series created in 1987 by Martin Handford. Look at a big picture of hundreds of brightly characters

and see if you can spot Waldo - a tall, bespectacled young man who sports a red and white striped shirt with a matching cap. Also released on NES and SNES. Released 1992.

- Greatest Heavyweights Sega \$4/R2**
 Recreate the greatest matches in history or pit past legends against one another. It's really just the Evander Holyfield game all over again but with heavyweights Holyfield, Holmes, Frazier, Ali, Patterson, Marciano, Louis and Dempsey. Sports/Boxing. Released 1993. #1228.
- Greenfog: The Beached Surfer Dude! Sega \$5/R3**
 Designed by Christopher Warner, Robert Morgan, John Kuwaye. Live (and subsequently die) vicariously through the platforming exploits of Greenfog, a beach bum. There has to be more to life than this. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1992. #1035.
- Grind Stormer Tengen \$4/R3**
a.k.a. V-V ("V-Five")
 Based on the 1993 Toaplan coin-op. A Tengen SHMUP? Yes, and they did a fair job with it in this colorful, tough arcade port. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1994.
- Growl Taito \$15/R5**
a.k.a. Runark (Europe)
 Designed by K Kobayashi, Yuji Takasu, H Ichisumi. Based on the 1990 Taito coin-op. Rescue (or kill if you prefer) animals in this Streets of Rage meets tree hugging hippies side-scrolling brawl. Fighting/Side-Scrolling. Released 1991.
- Gunsnar Heroes Sega \$20/R3 +**
 Designed by Yaiman. Developed by Treasure. As if the game wasn't great enough, it was originally packed with a sample of "Fruit Roll-ups" Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). SANTULLI SLANT: Once upon a time this game was the classic "sleeper", a top ten game with practically no advertising and very little buzz. Today, you can't even call yourself "in the loop" if you don't know about Gunsnar Heroes. The game that really put development house Treasure on the map, the game takes the familiar elements of side-scrolling platform shooters like Contra and changes everything you've learned. For example, you have control over the power-ups you grab in that you can mix-and-match to form your own favorite variety of firepower. The level designs are outrageous and memorable, especially the board-game level composed entirely of mini-games. Gigantic bosses, rich, colorful visuals, and frantic, simultaneous two-player action... THIS is how all games should be done. [Gr: 9, So: 8, Ga: 10, Ov: 10] Released 1993.
- Hard Drivin' Tengen \$4/R2**
 Based on the 1989 Atari Games coin-op. Sluggish 3D race against time. Followed by a sequel, Race Drivin'. Racing/Miscellaneous Racing. SANTULLI SLANT: Hardly Drivin', more like. If you don't already own this game, try this instead: drive your car to a deserted stunt course. Nebraska's got a bunch of them, I hear. Then drive really slowly but take pictures every - oh, ten seconds or so. Have the pictures made into slides. Finally, in the comfort of your own home, project the slides onto the wall while holding a garbage can lid. Now steer. "But it's a slideshow!" you say. Yep. "But I can't control it!" you cry out. Yep. Welcome to the Hard Drivin' experience, punk. [Gr: 2, So: 2, Ga: 3, Ov: 3] Released 1990. #301017.
- Hardball '94 Accolade \$2/R2**
 Designed by Mike Benna, Jeff Sember. Developed by MindSpan. One of the best pitcher-batter interfaces in 16-bit gaming also

features one of the most difficult full-field views. Has MLB-like locations and the MLBPA license (real players) but no real teams. The graphics received a major facelift in '94 (from Hardball III), smoothing out a lot of that graininess that seemed to come from the PC ports but the gameplay is more or less the same. Sports/Baseball. Released 1994.

- Hardball '95** **Accolade** **\$3/R2**
Designed by Ken Moore, Dan Hilton. Update the rosters and tweak things here and there from '94 and you pretty much know all you need to know about '95. Sports/Baseball. PERIODICALS: Flux magazine gave this game a D+. Released 1995.
- Hardball III, Al Michaels Announces** **Accolade** **\$2/R2**
Designed by Mike Benna, Jeff Sember. Developed by MindSpan. A small improvement on the original, but it wasn't until the next year where real players would appear in the game. The following year's game took on the year ('94) instead of the numbering system. Also released on SNES. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 4, 4, and 3 (out of 10). Released 1993.
- Hardball!** **Accolade** **\$1/R1**
The Genesis sequel is Hardball III (the second installment appeared only on computers). Real locations but no licenses for teams or players. Sports/Baseball. EASTER EGGS: Maybe not an easter egg but it's a pretty funny feature. You can put non-pitchers on the mound. When you do, there's a new pitch called "fat pitch" which is, obviously, really easy to hit. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1991.
- Haunting starring Polterguy, Electronic Arts** **\$15/R4 The**
Designed by Dave Ralston, John Salwitz, Keith Roberson. A truly original game where you - a ghost - have to scare the inhabitants of the house out in order to win. Lots of funny moments and interaction with virtually every object in the game. Released 1993. #7149.
- Head-On Soccer** **US Gold** **\$5/R5**
a.k.a. Fever Pitch (Japan)
Looks like someone else liked the FIFA soccer series. Same view and similar controls but lacking the trademark EA presentation and options. Also released on SNES. Sports/Soccer. Released 1995. #T-79196.
- Heavy Nova** **Micronet** **\$20/R5 -**
Imagine, if you will, an earlier, uglier, slower-paced Rise of the Robots. Fighting/Tournament Style. Released 1991.
- Hellfire** **Seismic** **\$12/R5**
Developed by Masaya. Based on the 1989 Toplan coin-op. Formulaic side-scrolling SHMUP. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1990. #35036.
- Herzog Zwei** **Sega** **\$30/R4 +**
Developed by Techno Soft. Control a tank/plane/foot solidier transformer and go head-to-head against the computer or in split screen mode against another player. Another Genesis game that is very high in demand and a little tougher to track down despite a normal production run. Simulation/Real-Time Strategy. LANDMARK: Herzog Zwei was the first real-time strategy game (RTS), a genre that would see far more future success on computers. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 4, 4, and 3 (out of 10). Released 1989.

- High Seas Havoc** **Data East** **\$5/R2**
a.k.a. Capt'n Havoc (Japan), Captain Lang (Europe)
A tiny purple dinosaur (like a much cooler Barney) swatches a path through this colorful platformer. Clearly inspired by Sonic the Hedgehog. Action/Platform/Scrolling Screen. Released 1993.
- Hit The Ice** **Taito** **\$12/R5**
Based on the 1990 Williams coin-op. Part sports, part brawler. Fans of this style might also like Mutant League Hockey. Also released on SNES and TG-16. Sports/Hockey. Released 1992.
- Home Alone** **Sega** **\$5/R2**
Designed by Chuck Batson, Mike McCool, Rob McCool, Brian A. Rice. Developed by Brian A. Rice Inc. Based on the 1990 movie starring Macaulay Culkin. Tries to stick to the movie plot with a mix of platforming and scavenger hunting. Also released on NES and SNES. Action/2D Adventure. Released 1992. #1046.
- Home Alone 2: Lost in New York** **T*HQ** **\$12/R5**
Based on the 1992 movie sequel starring Macaulay Culkin. Very similar to the original game but with better graphics. Also released on NES and SNES. Action/2D Adventure. Released 1993.
- Hook** **Sony** **\$8/R3**
Based on the 1992 Irem coin-op. Based on the 1991 Steven Spielberg movie starring Dustin Hoffman (as Hook) and Robin Williams (as Pan). Also released on NES and SNES, and an enhanced version on Sega CD. Action/Platform/Hack & Slash. Released 1992.
- Humans, The** **GameTek** **\$4/R2**
Developed by Imagitec Design. If you're a fan of Lemmings you might want to check out this clearly "inspired" title. Also released on CD32, Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1992. ©1992 Atari.
- IMG International Tour Tennis** **Electronic Arts** **\$3/R2**
Designed by Tom McWilliams. Developed by High Score Productions. Music by Rob Hubbard. Features dozens of current (in 1994) and past tennis pros. Solid. Sports/Tennis. Multiplayer adapter compatible. Released 1994.
- Immortal, The (Will Harvey Presents)** **Electronic Arts** **\$6/R2**
Designed by Kevin McGrath. Original game designed by - did you guess? - Will Harvey. Guide your sorcerer through 50+ rooms in an isometric view. Part action and part puzzle-solving, it's unique but very tough. Also released on NES. Action/2D Adventure. Released 1991. #7080.
- Incredible Crash Dummies, The** **Flying Edge** **\$5/R3**
Designed by Chris Gray. Developed by Gray Matter. Based on the animated series and action figure line of the same name which in turn spawned from those old commercials starring Vince and Larry, the original crash test dummies. Also released on NES and SNES. Flying Edge was a division of Acclaim. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 4 (out of 10). Released 1993. ©1993 Tyco Industries, L.J.N.
- Incredible Hulk, The** **US Gold** **\$4/R2**
Developed by Probe. Based on the green (or gray) skinned Marvel Comics character, who is trapped in this bland platformer. Also released on SNES. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and 5 (out of 10). Released 1994. ©1994 Marvel Entertainment Group. #T-

79106.

- Indiana Jones and the Last Crusade** **US Gold** **\$4/R3**
Developed by Tiertex Ltd. Based on the 1989 movie starring Harrison Ford and Sean Connery. Climb, jump and whip your way through this movie-licensed game. Action/Platform/Hack & Slash. EASTER EGGS: To access the hidden "shhhhhhh" menu (level select), wait for the LucasFilm logo to appear and press A, B, C, B, C, A, C, A, B. Released 1992.
- Insector X** **Sage's Creation** **\$5/R3**
Based on the 1988 Taito coin-op. The "insector" is you. Slowly fly through the game's stages which consist almost entirely of other bugs in your way. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1990.
- Ishido: The Way of Stones** **Accolade** **\$12/R5**
Only works with the original model Genesis. A complete Ishido comes packaged with a story by Michael Feinberg on a separate manual-style pamphlet in addition to the usual trappings. Puzzle/Logic. BOX DESCRIPTION: "Master the most powerful board game in the world. Place each stone so its symbol or background matches adjacent stones. Empty your pouch of 72 carved stones onto a board of 96 squares. Score the highest number of points - and bonus points. Discover the secret of 4-Ways - the ultimate Master play." Released 1990.
- Izzy's Quest for the Olympic Rings** **US Gold** **\$5/R2**
Designed by Brian Schorr, Neil Balthaser. Developed by ACOG. Features Izzy, the 1996 Summer Games mascot. Also released on SNES. Action/Platform/Scrolling Screen. Released 1995.
- Jack Nicklaus' Power Challenge Golf** **Accolade** **\$4/R2 -**
Designed by C Heath. Great license, good presentation, very very bad draw-in times. If you can prevent yourself from changing the aim then you'll only have to suffer with the substandard graphics. All other golf sims are better. Sports/Golf. Released 1993.
- James Bond 007: The Duel** **Domark** **\$8/R4**
Developed by The Kremlin. Designed during the very brief Timothy Dalton era of James Bond films. Rescue damsels, kill bad guys... Bond didn't really get good on home consoles until Goldeneye (see the N64 section for details). Action/Platform/Hack & Slash. Released 1993.
- James 'Buster' Douglas Knockout Boxing a.k.a. Final Blow (Japan)** **Sega** **\$2/R1**
Based on the 1988 Taito "Final Blow" coin-op. James "Buster" Douglas beat Mike Tyson, which seemed to be enough to earn him a game license. He lost the title just 9 months later to Evander "Real Deal" Holyfield, who ironically enough, has a better Sega Genesis game in his name. Also released on Sega Master System. Sports/Boxing. Released 1990.
- James Pond 3: Operation Starfish** **Electronic Arts** **\$5/R3**
Designed by Chris Sorrell. Developed by Vectordean. The "Starfish" gag is that your undersea agent is now in space. No, we don't get it either. Steals from just about every platform game you've ever played before, even bonking the bottom of boxes to release items a la Mario. Also released on CD32. Action/Platform/Scrolling Screen. Released 1993. ©1993 Millennium, Electronic Arts.
- James Pond II: Codename Robocod** **Electronic Arts** **\$5/R2**
Designed by Chris Sorrell, Simeon C Pashley. OK, so here's your

sequel: your underwater agent James Pond is now a cyborg "Robocod", and has to save Christmas. There's actually an interesting mechanic here in that you can stretch to any height, grabbing items from way above you or grabbing onto ledges above. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1991. ©1991 Millennium.

- James Pond: Underwater Agent** **Electronic Arts** **\$5/R3**
Designed by Steve Bak, Chris Sorrell. Developed by Vectordean. The first in what would be a long line of games from James Pond at EA. The gag is that the main character is a fish. Followed by three sequels on the Genesis, which includes an olympics-style game as well as two more platformers. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4, 6, and 3 (out of 10). Released 1991. #7053.
- Jammit** **Virgin** **\$1/R1**
One-on-one basketball with 2 of 3 selectable street toughs. Also released on SNES and 3DO. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10). Released 1994.
- Jennifer Capriati Tennis a.k.a. Grand Slam: The Tennis Tournament (Europe)** **Renovation** **\$8/R3**
Developed by System Sacom. Smooth, arcade-style tennis featuring women players. Capriati is the only real pro name in the game. Sports/Tennis. Released 1992.
- Jeopardy!** **GameTek** **\$5/R3**
Developed by Park Place Productions. Looks and sounds pretty good but the answer entry using a joystick one letter at a time is just brutal. Boasts 3500 questions and 700 categories. Also released on NES and SNES, and an enhanced version on CD-i and Sega CD. Traditional/Game Show. Released 1993.
- Jeopardy! Deluxe Edition** **GameTek** **\$6/R3**
Developed by Park Place Productions. See the previous game, this version simply adds 3500 new questions. Also released on SNES. Traditional/Game Show. Released 1993.
- Jeopardy! Sports Edition** **GameTek** **\$4/R2**
Developed by Park Place Productions. 3500 more questions, all sports related, and with some really frightening looking contestants all dressed up in their sports garb of choice. Yikes. Also released on SNES. Traditional/Game Show. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10). Released 1993. #183126.
- Jerry Glanville's Pigskin Football** **Sega** **\$15/R4**
Based on the coin-op. Pigskin: 621 A.D. Why they felt the need to hire Glanville on as name recognition is beyond us. It's a sequel of sorts to the basketball game Arch Rivals. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 4 (out of 10). Released 1992.
- Jewel Master** **Sega** **\$5/R3**
A swords & sorcery platformer with a really complicated weapon system revolving around various rings you wear and the hand you wear them on. Action/Platform/Hack & Slash. Released 1991.
- Joe & Mac a.k.a. Caveman Ninja (Japan)ef** **Data East** **\$6/R3**
Developed by Eden Entertainment. Based on the 1991 Data East "Caveman Ninja" coin-op. Go at it alone or with another player simultaneously in this prehistoric platformer. Also released on NES and SNES. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10).

Released 1991.

- ☐ **Joe Montana Football** **Sega** **\$1/R1**
Follow along now. The sequel to this game is "Joe Montana II Sports Talk Football"... Also released on Sega Master System, and an enhanced version on Sega CD. Sports/Football. Released 1990.

- ☐ **Joe Montana II Sports Talk Football** **Sega** **\$1/R1**
Following along? This is the first of Sega's Sports Talk series, which was pretty innovative at the time, when voice in gaming wasn't so expected. The sequel to this game is "Sports Talk Football '93"... Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and 6 (out of 10). Released 1992.

- ☐ **John Madden Football** **Electronic Arts** **\$1/R1**
Developed by High Score Productions. The beginning of a legacy that would elevate home football games - if not all sports games - to a new level. One thing that was dropped from subsequent Madden titles was the "other games in play" going on around the league, which even allowed you to watch the final play of other games in the current week during season play. Also released on SNES. Sports/Football. LANDMARK: The very first in a very long line of annual football games bearing the Madden name. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). Named "Best Computer Game of the Year" by Omni in 1991. Released 1990.

- ☐ **John Madden Football '92** **Electronic Arts** **\$1/R1**
This version introduced the ambulance which came screaming onto the field, knocking players aside in the process. Future editions ditched the ambulance, but we liked it. '92 also introduced weather conditions and instant replay. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). Released 1991. #7058.

- ☐ **John Madden Football '93** **Electronic Arts** **\$1/R1 +**
The last year to carry the "John" in the title. By 1994 everyone expected you to know his first name. This was, in our opinion, the best of the 16-bit Madden titles. Future editions attempted to upgrade the graphics and control engine, which really didn't require the overhaul. '93 also introduced split-screen playcalling and a battery backup. Also released on SNES. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 8 (out of 10). Released 1992. #7154.

- ☐ **John Madden Football '93 Championship Edition** **Electronic Arts** **\$25/R6 +**
Similar to the "standard" '93 game except with past Super Bowl teams instead of regular season players. Offered via mail-order and rental only. Sports/Football. Released 1992.

- ☐ **Jordan vs. Bird** **Electronic Arts** **\$2/R1**
An update to a very old series called "One on One", which originally featured Julius "Dr. J" Erving and Larry Bird. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1992. #7051.

- ☐ **Joshua: The Battle of Jericho Wisdom Tree** **\$30/R7**
A Boulder Dash clone with religious overtones. This title as of June 2004 was still available through Wisdom Tree at <http://www.wisdomtreegames.com/>. Also released on NES. Released 1994.

- ☐ **Judge Dredd** **Acclaim** **\$3/R2**
Developed by Probe. Based on the 1995 Sylvester Stallone action/sci-fi movie, which was in turn based on a long-running DC comic book series. Though the original comic book character was penned in 1977, the game is clearly Based on the 1995 sci-fi action movie starring Sylvester Stallone, which is based on that comic series. Also released on SNES. Action/Platform/Shooter.

PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6.5, and 6 (out of 10). Flux magazine gave this game a B-. Released 1995. #T-81306.

- ☐ **Junction** **Micronet** **\$15/R5**
Developed by Konami. Possibly based on a forgotten Konami arcade game. Anyone? It's that age-old puzzle game like Happy Trails or Loco-Motion or Time Ball where you slide the tiles around to progress and protect a moving object. Released 1990. #22016.

- ☐ **Jungle Book, The (Disney's) Virgin** **\$4/R1**
Developed by Disney. Based on the 1967 Disney animated movie. Music by Tommy Tallarico. Also released on NES and SNES. Action/Platform/Scrolling Screen. EASTER EGGS: There is a hidden debug mode in the game. To access it, Jump off the ledge into the deadly plants off to the right of level 1, and pause before your character dies. While paused, press B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1994.

- ☐ **Jungle Strike: The Sequel to Desert Strike** **Electronic Arts** **\$2/R1**
Developed by High Score Productions. Much-improved graphics including some night missions grace this helicopter shoot-'em-up. Also released on SNES. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1993.

- ☐ **Jurassic Park** **Sega** **\$4/R1**
Developed by BlueSky Software. Based on the 1993 movie which was in turn based on the 1990 Michael Crichton novel. Play as a paleontologist or a dinosaur in this jungle romp. Followed by a sequel, Jurassic Park: Rampage Edition. The SNES game is a completely different game. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1993. #3431.

- ☐ **Jurassic Park: Rampage Edition** **Sega** **\$5/R3**
Developed by Blue Sky Productions. This was the second in the Jurassic Park series of games for the Genesis. A little more killing in this one than the last. Followed by "The Lost World". Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 5 (out of 10). Released 1994. #1557.

- ☐ **Justice League Task Force** **Acclaim** **\$3/R2**
Developed by Condor/SunSoft. Based on DC Comics characters. Solid fighting game that few will remember pre-dates the Marvel "vs" series. Features Superman, Batman, Wonder Woman, The Flash, Aquaman, Green Arrow, Cheetah, Despero and Darkseid. Also released on SNES. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5.5, and 4 (out of 10). Released 1995.

- ☐ **Ka-ge-ki: Fists of Steel** **Sage's Creation** **\$12/R5**
Developed by Kaneko. Based on the 1988 Taiko coin-op. Obscure arcade game makes its way to the Genesis. Not a bad port, though the original game isn't much fun to begin with. Fighting/Tournament Style. Released 1991.

- ☐ **Kawasaki Superbike Challenge** **Time Warner** **\$10/R5**
Designed by Jean Luc Langlois, Christian Droin. Developed by Lankhor. Uses Domark's F1 World Championship Edition game engine and competently applies it to motorcycles. A sequel, Kawasaki Carribean Challenge, was released on SNES, as was this game. Racing/Motocross/Cycle. Released 1994.

- ☐ **Kid Caneleon** **Sega** **\$7/R3**
Designed by Steve Woita, BC Tchlu Le, Mark Cerny, Bill Willis.

Premise: a video game boss abducts real children until the super gamer "Kid Chameleon" plays the game. Boasts 1850 screens and 103 levels. Your character can change into a number of different characters via power-up icons, each with different abilities. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1992.

King of the Monsters Takara \$5/R3

Based on the 1991 SNK coin-op. Isometric city playfields provide the background for this giant monster battle. Followed by a sequel. Also released on SNES. Fighting/Tournament Style. Released 1993.

King of the Monsters 2 Takara \$8/R4

Based on the 1992 SNK coin-op. The same concept and basic mechanics of the original but with more to choose from and more interactive settings. Also released on SNES. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1994.

King Salmon: The Big Catch Vic Tokai \$5/R3

Developed by Sage's Creation. Find a spot, then find the fish. Sports/Fishing. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1993.

King's Bounty: The Conqueror's Quest Electronic Arts \$20/R4

Designed by Andrew Caldwell, Mark Caldwell, Douglas Grounds, Jill Bagley. Developed by New World Computing. Original game designed by John van Caneghem. It's utilitarian in nature but still fun to gather troops of ogres and dwarves and take them into battle. Beware the game's notorious password system, requiring you to write down (and key back in when you return to the game) a whopping 56 characters. Fun fact: 2001's PS2 game Heroes of Might and Magic: Quest for the DragonBone Staff, is the same game by New World Computing but with a graphic facelift. Role-Playing/Turn-Based/Battle-Centric. Released 1991. #7033.

Klax Tengen \$6/R3

Designed by Mark Stephen Pierce, David S Akers. Based on the 1989 Atari coin-op. Match up the approaching colored blocks in rows and columns for points. Also released on NES and TG-16. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1990. #301040.

Lakers vs. Celtics and the NBA Playoffs Electronic Arts \$1/R1

The first in the series, the sequel to this game is "Bulls vs. Lakers". Sports/Basketball. LANDMARK: This game was the first in the series that would ultimately become EA Sports' "NBA Live" series. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 5, and 5 (out of 10). Released 1990. #7004.

Landstalker Sega \$12/R4 +

Developed by Climax Graphics. Part of a continuing series whose names don't immediately point this out, Dark Savior (Saturn) and Time Stalkers (Dreamcast) followed this one. As if the game wasn't great enough, it was originally packed with a sample of "Fruit Roll-ups"! Role-Playing/Third-Person Real-Time. Released 1993.

Last Action Hero Sony \$3/R2

Developed by Bits. Based on the 1993 movie. What ever happened to that kid? He made one more movie and disappeared. The game is a tired beat'em-up, done a million times without the assistance of Arnold Schwarzenegger. Also released on NES and SNES. Fighting/Side-Scrolling. Released 1993.

Last Battle Sega \$5/R2

a.k.a. **Fist of the North Star (Japan)**
All of the various blood spurts have been removed from the Mega-Drive game "Fist of the North Star", making this an even less

interesting game. Fighting/Side-Scrolling. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1989. #1001.

Lawnmower Man, The Time Warner \$4/R2

Developed by Sales Curve Interactive. Based on the 1992 movie, which was based on an old short story by Stephen King. It may interest you to know that the original story has almost nothing to do with the film and was about ten pages long. Way to make movies, Hollywood. Also released on SNES, and an enhanced version on Sega CD. EASTER EGGS: There is a hidden cheat mode in this game. During any platform-style level, pause the game and press Up, Right, A, B, A, Down, Left, A, Down. Now, while playing at any time, pause again and press C to open the "u r a bad lad" cheat menu. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1994.

Lemmings SunSoft \$4/R2

Developed by DMA Design. Originally designed by Psygnosis for the Amiga computer. Also released on CD-i, CD32, NES, SNES and 3DO. Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 7, and 7 (out of 10). Released 1992.

Lemmings 2: The Tribes Psygnosis \$4/R3

Developed by DMA Design. Beach Lemmings, Polar Lemmings and Circus Lemmings are among the new breed and twist on the familiar action puzzle game. Also released on SNES. Puzzle/Logic. Released 1994.

Lethal Enforcers Konami \$20/R4

Based on the 1992 Konami coin-op. Shoot at minimally animated digitized bad guys, and avoid the innocents. Good luck finding one of THESE complete in the box. The box is HUGE (packed with the light gun), and not the kind of thing most casual gamers would hang on to. Packaged with a blue Justifier light gun, a second, pink gun could also be purchased separately. Also released on SNES, and an enhanced version on Sega CD. Shooter/Target Shooting "Gun Games". Konami Light Gun compatible. Released 1993.

Lethal Enforcers II: Gunfighters Konami \$8/R3

Based on the 1994 Konami coin-op. The sequel moves the gunfighting to the old west, a likely choice. An enhanced version is also available for Sega CD. Shooter/Target Shooting "Gun Games". Konami Light Gun compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1994.

LHX Attack Chopper Electronic Arts \$2/R1

Designed by Chris Ebert. You get 30 missions in this ambitious polygon-based helicopter sim. The animation is typically choppy but it was a nice effort. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 6, 6, and 6 (out of 10). Released 1992. #7077.

Liberty or Death Koei \$30/R6

It's 1775 and there is time for... Liberty or Death. Fight as the colonials or the brits in familiar Koei strategy style. Also released on SNES. Simulation/Turn-based War/RPG Game. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 4, and 4 (out of 10). Released 1993.

Light Crusader Sega \$4/R2

Developed by Treasure. You'll either love or hate this early Treasure effort, which seems curiously uninspired, especially considering their other efforts on this console. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and 5 (out of 10). Released 1995.

Lightening Force: Quest for the Darkstar Sega \$8/R4 +

a.k.a. Thunderforce IV (Japan)

Designed by Indick MST, Yotaro, Zako. Developed by Techno Soft. The would-be successor to the Thunder Force series (this is the 4th in the series). Shooter/Horizontal Scrolling. EASTER EGGS: Ooh, weapons! Gimme gimme. Pause a game in play and press Up, Right, A, Down, Right, A, C, Left, Up, B. From here, press C to add a weapon, Down to remove one, Up to add them all, and Right to toggle the claw. Released 1992.

❑ Lion King, The (Disney's) Virgin \$3/R1

Designed by Rob Povey, Barry Green. Developed by Westwood Studios. Based on the 1994 Disney animated film. At one time this was a pack-in game with the 2nd model Genesis console. Also released on SNES. Action/Platform/Scrolling Screen. EASTER EGGS: To access a cheat menu allowing you to select levels or play invincibly, go to the options screen and press Right, A, B, Start. Now you really ARE king. Just don't fall down any holes. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7 (out of 10). Released 1994. #T-70316.

❑ Lost Vikings, The Interplay \$5/R3

Designed by Patrick Wyatt, James E Anhalt III. Developed by Silicon & Synapse. Puzzle elements add to this platformer where you use three characters to accomplish the goals of each level. Followed by a sequel, Norse by Norsewest. Also released on CD32 and SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1993. #125016.

❑ Lost World, The: Jurassic Park Sega \$8/R4

Developed by Appaloosa Interactive. The third and last in the Jurassic Park series for the Genesis. The series changes over from side-scrolling platform adventure to top-down free-for-all. Shooter/360 Degrees. EASTER EGGS: To hell with the dinosaurs, let's go head to head! To make it happen, enter "CIVILWAR" as the password. Released 1997. #1846.

❑ Lotus II Electronic Arts \$7/R3

Developed by Gremlin Graphics. Features a split-screen head-to-head mode and a track designer. Racing/Street Racing. EASTER EGGS: There's a really cool twitch-shooter mini-game hidden in here. Go to the setup screen and change player 1's name to "POD PLEASE", and press B. When you start the game you'll go to a mini shooter instead of the race. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 4 (out of 10). Released 1993. #7268.

❑ Lotus Turbo Challenge Electronic Arts \$8/R4

Developed by Gremlin Graphics. Looks a little like Sega's Out Run, features a split-screen head-to-head mode. Followed by a sequel, Racing/Street Racing. EASTER EGGS: Let's just get the fastest possible car already. Enter "SLUGPACE" as your password for the top-speed Lotus racer. Released 1992. #7163.

❑ M.U.S.H.A. Seismic \$35/R5 +

a.k.a. Aleste: Full Metal Fighter Ellnor
Developed by Compile. One of the best shooters on the system. The title stands for "Metallic Unifame Super Hybrid Armor". How cool is THAT? Shooter/Vertical Scrolling. Released 1990.

❑ Madden NFL '94 Electronic Arts \$1/R1

The series made some major changes at this point, including a new graphics engine and the first 4-player version of the game. The Madden series was never quite the same. Also released on SNES. Sports/Football. Multiplayer adapter compatible. Released 1993. #7144.

❑ Madden NFL '95 Electronic Arts \$1/R1

Designed by William Robinson. Developed by High Score

Productions. Graphics were refined again (certainly an improvement over '94) but there were very few other features added for '95. Also released on SNES. Sports/Football. Multiplayer adapter compatible. EASTER EGGS: Jacksonville and Carolina were new to the league when this game came out and were not selectable without a special code. Go to the game setup menu and press B, A, C, A, C. There's your code. Released 1994. #7376.

❑ Madden NFL '96 Electronic Arts \$1/R1

Designed by William Robinson. Developed by High Score Productions. Music by Tommy Tallarico. '96 introduced the General Manager mode, something that would stick and define the series. Also released on SNES. Sports/Football. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5 and 9 (out of 10). Released 1995. #7493.

❑ Madden NFL '97 Electronic Arts \$1/R2

Developed by EA Sports. Bringing the ambulance/stretcher back to cart off injured players hardly brought the game back to it's glory years but it was getting back on track. Also released on SNES. Sports/Football. Multiplayer adapter compatible. Released 1996. #7659.

❑ Madden NFL '98 T*HQ \$3/R3

Developed by EA Sports. The last of the Madden series on the Genesis. Super Bowl teams past were added to the game and a deeper General Manager mode made the game the best since '93. Also released on SNES. Sports/Football. Multiplayer adapter compatible. BOX DESCRIPTION: "New For 98: Enhanced computer AI: Team hot and cold streaks; Replay any of the last 10 Super Bowls; Trading Deadlines; 3-D rendered graphics and animations; Updated uniforms and logos; Three difficulty levels: Rookie, Pro, and Madden." Released 11/02/97. #7816.

❑ Marble Madness Electronic Arts \$8/R4

Developed by Atari. Based on the 1984 Atari Games coin-op. Great part of the arcade game. If only they had packaged it with a trackball. Also released on NES. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and 5 (out of 10). Released 1991.

❑ Mario Andretti Racing Electronic Arts \$3/R2

Designed by Scott Orr, Happy Keller, Mark A Fong. Developed by Stormfront. Race Indy, stock or sprint cars. Features a career mode and the strategy of Mario Andretti himself. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 1994. #7259.

❑ Mario Lemieux Hockey Sega \$2/R1

Early hockey title with a side-view and no licenses so you won't find your favorite players here. EA changed the landscape of sports games later that year. Originally packaged with a genuine reproduction of Mario Lemieux's signature on a hockey puck! The oversized outer box is a bit tricky to find. Sports/Hockey. Released 1991. #1210.

❑ Marko Domark \$10/R6

a.k.a. Marko's Magic Football

Developed by The Kremlin. You don't see too many sports-themed platform games. Michael Jordan in The Windy City for SNES is one of them, this is another. Your soccer ball is both a tool and a weapon. Action/Platform/Scrolling Screen. Released 1993.

❑ Marsupilami Sega \$8/R4

Based on a cartoon character created by Andre Franquin in 1952. Yeah, how did we miss that? Standard platformer but featuring a critter with a tail with a life of it's own. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6.5, 7, and 5.5 (out of 10). Released 1995.

- Marvel Land** **Namco** **\$15/R5**
a.k.a. **Talmit's Adventure (Europe)**
Based on the 1989 Namco coin-op. Nice port of a little known arcade game that plays a little bit like Pac-Land.
Action/Platform/Scrolling Screen. Released 1991.
- Mary Shelley's Frankenstein** **Sony** **\$6/R3**
Developed by Bits. Based on the 1994 movie featuring Kenneth Branagh as the Dr. and De Niro as the monster. You get to be the monster. Also released on SNES. Action/Platform/Hack & Slash. Released 1994.
- Master of Monsters** **Renovation** **\$30/R5**
Developed by Toshiba EMI. Gather your supernatural fantasy forces and take on up to three other "masters" in this hex-based strategy boardgame. Role-Playing/Turn-Based/Battle-Centric. Released 1991.
- Math Blaster Episode 1** **Davidson** **\$12/R6**
a.k.a. **In Search of Spot**
Developed by Western Technologies. Rather impressive educational title, loaded with speech samples and vivid graphics. A "Sega Club" title. Also released on SNES. Educational/Math. Released 1994. ©1994 Davidson & Associates.
- Mazin Saga Mutant Fighter** **Vic Tokai** **\$4/R2**
a.k.a. **Mazin Wars, Mutant Wars**
Developed by Dynamic Planning. Original game designed by Go Nagai. Cut your way through these neo-apocalyptic worlds.
Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1993. #T-23036.
- McDonald's Treasure Land Adventure** **Sega** **\$15/R6**
Developed by Treasure. There are two games in the Genesis library with McDonald's licenses. This is the obvious one. Do you know the other? Unusual Square product, solid in every way but jeez...you're Ronald McDonald. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1993.
- Mega Bomberman** **Sega** **\$15/R5 +**
This is a renamed/porting version of the PC Engine game Bomberman '94, the most memorable update to this version is the addition of "pets" that you can find and ride during a battle, each pet with its own unique skill. Action/Head-to-Head Combat. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 5 (out of 10). Released 1994. #1573.
- Mega Turrican** **Data East** **\$4/R2**
Developed by Factor 5. Supercool futuristic fighter with loads of firepower and huge levels, a much better game than its predecessor Turrican. Action/Platform/Shooter. EASTER EGGS: To be truly mega, you must also be invincible. To be invincible, you must pause a game in play and press A (x3), B (x3), A (x3), Start. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1994.
- Menacer 6-Game Cartridge** **Sega** **\$8/R3**
Six gun games for your Menacer! Includes Pest Control, Space Station Defender, Ready, Aim, Tomatoes (featuring ToeJam & Earl), Whack Ball, Front Line, and Rockman's Zone. Shooter/Target Shooting "Gun Games". Sega and American Videogames Light Gun compatible. Released 1992.
- Mercs** **Sega** **\$8/R4 +**
a.k.a. **Commando 2 (Japan)**
Based on the 1990 Capcom coin-op. Fans of Commando will love
- this one. Great port of the arcade game. Shooter/360 Degrees. Released 1991.
- Michael Jackson's Moonwalker** **Sega** **\$8/R3**
Based on the 1990 Sega coin-op. Wool! This game's release coincided with the release of an arcade game of the same name. The arcade version, though, is a much better game overall, with Zaxxon-esque perspectives and nicer graphics and sound. Wool! Also released on Sega Master System. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1990. #1013.
- Mickey Mania: Timeless Adventures of Mickey Mouse** **Sony** **\$8/R4**
Designed by Jon Burton, Andy Ingram. Developed by Traveller's Tales. Highly animated and varied Mickey platformer. This one rivals Castle of Illusion. Also released on SNES, and an enhanced version on Sega CD. Action/Platform/Scrolling Screen. Released 1994.
- Mickey's Ultimate Challenge** **Hi-Tech Express** **\$8/R4**
Designed by Steve Yaeger, Gregg Tavares. Developed by Designer Software. Minnie Mouse is added to the traditional platforming mix, and you can play as either Mickey or Minnie here. Followed by a sequel, The Great Circus Mystery, where they get to play together. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1991. #RMU-S001.
- Micro Machines** **Codemasters** **\$12/R4 +**
Race a variety of tiny vehicles including cars, boats and tanks RC-style. Followed by three sequels that never made it to the US - Micro Machines 2: Turbo Tournament, Micro Machines '96 and Micro Machines Military Edition. Also released on NES and SNES. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1993.
- Midnight Resistance** **Data East** **\$4/R3**
Designed by Koji Akibayashi, Yuichi Nishimura, Naoya Hanada, Yui Ohtomo. Based on the 1989 Data East coin-op. Obvious Contra clone but without the "oomph" of Contra. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1990.
- MIG-29: Fighter Pilot** **Tengen** **\$8/R4**
Designed by Matthew Holt, Andy Onions. Developed by Domark. Original game concept by SIMIS. Oh no, not another one of these flight sims with 10 frames per second? Yes. Yes it is. Simulation/Air Vehicle Combat. EASTER EGGS: Here's an all-access password: WEXBJOISGILITES. Released 1993. #T-48166.
- Might & Magic: Gates to Another World** **Electronic Arts** **\$12/R4**
Designed by Jon Van Coneghem, Douglas Grounds, Andrew Caldwell, Jim Bagley. Developed by New World Computing. There are over 250 weapons, 250 unique monsters, nearly 100 different magic spells and 8 character classes to choose from here, pretty high-end for its time. Promises over 100 hours of gaming. Role-Playing/First-Person RPG. Released 1991.
- Mighty Morphin' Power Rangers** **Sega** **\$3/R2**
Developed by Banpresto. Based on the long running TV series that first debuted in the US in 1993. Also released on SNES. The Sega CD version is a different game entirely. Fighting/Tournament Style. Released 1994. ©1994 Bandai, Banpresto, Saban Entertainment. #1570.
- Mighty Morphin' Power Rangers: The Movie** **Sega** **\$8/R3**
Designed by Yoshihide Ando. Developed by Banpresto. Based on

the 1995 movie that features none other than Paul Freeman as "Ivan Ooze." Who, you ask, is Paul Freeman? You may know him from such movies as "Raiders of the Lost Ark" where he played Indy's arch nemesis, Rene Bellog. Oh how the mighty have fallen. Also released on SNES. Fighting/Side-Scrolling. Released 1995. ©1994 Bandai, Banpresto, Saban Entertainment.

- Mike Ditka Power Football** **Accolade** **\$1/R1**
Designed by Tim Wilson. No real teams, no real players... just a Ditka license. Also comes in "greatest hits" packaging, recognizable by it's two-tone box with black top border and "Video Game Classics" on the front. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and 4 (out of 10). Released 1991.
- Minnesota Fats Pool Legend** **Data East** **\$15/R6**
Traditional/Parlor Games. Released 1995.
- Miracle Piano Teaching System, The** **SW Toolworks** **\$40/R8**
Developed by Software Toolworks. The entire set creates a full-fledged MIDI keyboard system for your Genesis and includes the cartridge, keyboard, and hookups. It was also released on PC and several other systems. Priced as loose. Also released on NES and SNES. Educational/General. Released 1992.
- MLBPA Baseball** **Electronic Arts** **\$2/R1**
Developed by High Score Productions. The EA Sports game that would later become the "Triple Play" series. Features all 28 MLB teams and real players. Also released on SNES. Sports/Baseball. Multiplayer adapter compatible. Released 1994. #7174.
- Monopoly** **Parker Bros** **\$8/R3**
Developed by Magical Company. Based on the 1934 Parker Brothers board game. Also released on NES, Sega Master System and SNES. Traditional/Board Game. Released 1992. #T-89026.
- Mortal Kombat** **Arena** **\$2/R1**
Developed by Probe. Based on the 1992 Midway coin-op. You know the DULLARD code, don't you? The only way to play. Better gameplay and fatalities than the censored SNES version, but worse graphics and sound. Still, the 16 bit version of choice for MK fans. Also released on SNES, and an enhanced version on Sega CD. Arena was a division of Acclaim Entertainment through most of the 90's. Fighting/Tournament Style. EASTER EGGS: You've probably heard about the "DULLARD" code, here it is: from the main start/options screen, press Down, Up, Left, A, Right, Down. You'll see "Cheat Enabled", which will allow you to do a number of things including turning on and off game features, choosing your fighter's path, and more. There are some flags that are not explained: 0=drops player 2's energy to near zero; 1=drops player 1's energy to near zero; 2=Shadow appears in the pit levels; 3=change the bitmap on the moon; 4=Reptile appears with hints; 5=unlimited credits; 6=allow CPU to perform fatalities. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1992. #T-81186.
- Mortal Kombat 3** **Williams** **\$5/R2**
Developed by Sculptured Software. Based on the 1995 Midway coin-op. 14 selectable characters. MK3 didn't have a whole lot of new features in the arcade... you could smash a character through the ceiling into a different arena, and there are some new characters and codes but not a big change. Also released on SNES. Fighting/Tournament Style. EASTER EGGS: There are loads of secret codes and menus in this game, but our favorite is the "killer codes" menu. To get it, go to the main menu and press C, Right, A, Left, A, Up, C, Right, A, Left, A, Up. Now you can execute easy finishing moves, fight as Smoke or any of the bosses, and play the hidden mini-game. Released 1995.
- Mortal Kombat II** **Acclaim** **\$3/R1**

Developed by Probe. Based on the 1993 Midway coin-op. 12 selectable characters. Mortal Kombat II has lots of new features, it's almost a completely different game. Babalities, Friendships, secrets... this is in our opinion the best game in the series. A far superior version was also released on SNES and 32X. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1994.

- Ms. Pac-Man** **Tengen** **\$6/R2**
Based on the 1981 Midway coin-op. Features various options and different sized mazes in addition to arcade-mode play. Also features two-player simultaneous play, how cool is that? Also released on NES and SNES. Action/Maze Collect. Released 1991. #301030.
- Muhammad Ali Heavyweight Boxing** **Virgin** **\$4/R2**
Developed by Park Place Productions. Interesting perspectives highlight this Ali-centric boxing game. The highlight is the intro! Music by Tommy Tallarico. Sports/Boxing. Released 1992. #T-70096.
- Mutant League Football** **Electronic Arts** **\$15/R3**
Designed by Michael Mendheim, Alan Martin, Gil Colgate, Ian Clarke. Tongue-in-cheek blend of gridiron action and over-the-top monster brawls. Works well, the concept was taken one game further with Mutant League Hockey but sadly it ended there. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1993.
- Mutant League Hockey** **Electronic Arts** **\$16/R4**
Designed by Glyn Anderson, Paul Taylor, Lee Powell. Developed by Abalone. Fun mix of hockey and monster battles, this one is a sequel of sorts to Mutant League Football and is even more over the top than that title. It's good fun. Note that the game mentions Mutant League Basketball as the next title but sadly it was not to be. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1994.
- Mystic Defender** **Sega** **\$8/R3**
a.k.a. Kujaki-On 2, Peacock King 2
Designed by Makoto Ogino. Developed by Shueisy. Based on the 1989 Sega coin-op. Early platformer. Seems to have been both a Japanese animated series and a Japanese arcade game. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 5 (out of 10). Released 1989. ©1989 Sega.
- Mystical Fighter** **DreamWorks** **\$10/R4 - a.k.a. Maou Renjishi (Japan)**
Slow-paced and predictable beat'em-up. Fighting/Side-Scrolling. Released 1992. #T-80016.
- NBA Action '94** **Sega** **\$1/R1**
Hosted by Marv Albert. The isometric 3D view that served EA's NBA Live series would get abandoned the following year. Good animation, real teams and players. Sports/Basketball. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1994. #1221.
- NBA Action '95 starring David Robinson** **Sega** **\$1/R1 -**
Designed by Michael Brook, Stephen L Cox, Chris Ziolkowski. Developed by Double Diamond Studios. Marv Albert returns to announce the game, which has changed its look significantly from the previous year. Not it's top-down with bigger players but not as well animated. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and 5 (out of 10). Released 1995. #1236.

- ❑ NBA All-Star Challenge** **Flying Edge** **\$1/R1**
Developed by Beam Software. Essentially a rip-off of the "One on One" series, with a free throw contest, 3-point shootout, HORSE, and of course the obligatory one-on-one. Also released on SNES. Flying Edge was a division of Acclaim. Sports/Basketball. Released 1992. #T-81126.
- ❑ NBA Hang Time** **Midway** **\$1/R1**
Based on the 1996 Midway coin-op. The arcade sequel to NBA Jam. Also released on SNES. Sports/Basketball. Multiplayer adapter compatible. Released 1996.
- ❑ NBA Jam** **Arena** **\$2/R1**
Developed by Iguana. Based on the 1993 Midway coin-op. Original arcade game designed by Steve "Snake" Palmer and Mark Turmell. The arcade basketball game that began a whole genre of games, including NFL Blitz, NHL Hitz and MLB Slugfest. Actually, NBA Jam is the successor to Midway's Arch Rivals, though that game doesn't quite get the same love. Also released on SNES, and an enhanced version on Sega CD. Arena was a division of Acclaim Entertainment through most of the 90's. Sports/Basketball. EASTER EGGS: You can activate all kinds of crazy power-ups with this one code. Enter these initials, pressing the indicated buttons after each: "S" (C + Start), "N" (B + Start), "K" (C + Start). Then press C + Start when you see the tip-off announcement. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1993. #T-81326.
- ❑ NBA Jam Tournament Edition** **Acclaim** **\$1/R1**
Based on the 1993 Midway coin-op. While not readily apparent, the tournament edition contained lots of extra characters and hidden goodies - though the gameplay itself is virtually unchanged. Also released on Jaguar and SNES. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 9 and 8 (out of 10). Released 1994. #T-81406.
- ❑ NBA Live '95** **Electronic Arts** **\$1/R1**
Designed by Amory Wong, Mike Kiernan, Brian Krause. The first in EA Sports' "NBA Live" series, which followed a long line of "vs" games and 1994's NBA Showdown. The 30-degree isometric view was money for NBA Live, and it debuted here. Also released on SNES. Sports/Basketball. Multiplayer adapter compatible. EASTER EGGS: There is a driving range mini-game within this game! Start an exhibition game and highlight any team from the player setup screen. Select "Start New", then enter your player name as "REFLOG". Released 1994. #7381.
- ❑ NBA Live '96** **Electronic Arts** **\$1/R1**
Designed by Mike Kiernan, Brian Krause, Gary Shaw. "Create-a-player" appears in the NBA Live series for the first time. Also released on SNES. Sports/Basketball. Multiplayer adapter compatible. Released 1995. #7586.
- ❑ NBA Live '97** **Electronic Arts** **\$1/R1**
No major changes over '96. Also released on SNES. Sports/Basketball. Multiplayer adapter compatible. Released 1996. #7728.
- ❑ NBA Live '98** **Electronic Arts** **\$5/R5**
The final NBA Live game for 16-bit systems. '98 added a computer-selected all-star game to your season, and has pretty deep season play in general. Also released on SNES. Sports/Basketball. Multiplayer adapter compatible. Released 11/11/98. #7818.
- ❑ NBA Showdown '94** **Electronic Arts** **\$1/R1**
This game was the fourth in the series that would ultimately become EA Sports' "NBA Live" series. Showdown added season play and battery backup support to the series, as well as introduced 4-player hoops. Sports/Basketball. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6,

and 5 (out of 10). Released 1994. #7214.

- ❑ NCAA Final Four Basketball** **Mindscape** **\$1/R1**
Designed by Franz Lanzinger, Eric Ginner, Dave O'Riva, Matthew Hamre. Developed by Bitmasters, Inc. Side view of the college hoops action. Play a tournament or a single game. EA's Coach K was its competition. Sports/Basketball. Multiplayer adapter compatible. Released 1994. #T-158016.
- ❑ NCAA Football** **Mindscape** **\$4/R3**
Features 40 division 1A college teams, including teams from the 60's, 70's and 80's. EA's Bill Walsh series was its competition. Also released on SNES. Sports/Football. Released 1994. ©1994 Mindscape. #T-87106.
- ❑ Newman Haas IndyCar** **Acclaim** **\$4/R2**
featuring Nigel Mansell
Developed by Gremlin Graphics. A sequel, of sorts, to Gametek's Nigel Mansell's World Championship. Features arcade and full season modes as well as split-screen two player action. Also released on SNES. Racing/F1/Indy/Stock Cars. Released 1994. #T-81366.
- ❑ NFL '94 starring Joe Montana** **Sega** **\$1/R1**
Developed by Double Diamond Studios. Confused yet? Joe Montana's name is still on the game but the franchise is now "NFL". That stuck for just one more year. This was the pack-in game for the 2nd model Genesis' Sports Pack bundle. Sports/Football. Released 1994. #1225.
- ❑ NFL '95** **Sega** **\$1/R1**
Developed by Double Diamond Studios. This would be Montana's last Genesis endorsement. Sega's next NFL game is titled "Prime Time NFL Football" and their new poster boy is Deion Sanders. This game was the first in the series to feature 4 player action and zoom-in gameplay, which was rather impressive at the time. Sports/Football. Multiplayer adapter compatible. Released 1995. #1237.
- ❑ NFL '98** **Sega** **\$1/R2**
The final Sega football game for the Genesis, which began with Joe Montana, shifted to Deion Sanders, and finally ended here, unendorsed. Sports/Football. Multiplayer adapter compatible. Released 1997.
- ❑ NFL Quarterback Club** **Acclaim** **\$1/R1**
Developed by Iguana. Besides a pretty decent game of football, this one also has a QB Challenge set of mini-games. Followed by a sequel on the Genesis. Also released on SNES. Sports/Football. Multiplayer adapter compatible. EASTER EGGS: You can unlock all of the hidden teams (which include ultra-powerful Team Iguana and Team Acclaim) by going to the main menu and press A, B, C, B, A, C, B, C, A. PERIODICALS: Electronic Gaming Monthly gave this game a 8 and 7 (out of 10). Released 1994. #T-81276.
- ❑ NFL Quarterback Club '96** **Acclaim** **\$1/R1**
Developed by Iguana. Also released on SNES. Sports/Football. Multiplayer adapter compatible. Released 1995. #T-81586.
- ❑ NHL '94** **Electronic Arts** **\$1/R1 +**
Designed by Mark Lesser. Developed by High Score Productions. Our favorite of the NHL Genesis lot, the first year High Score took over the development. Just has everything going for it, including a glitch or two that let you score at will... oops. Music by Rob Hubbard. Also released on SNES, and an enhanced version on Sega CD. Sports/Hockey. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1993. #7228.
- ❑ NHL '95** **Electronic Arts** **\$1/R1**
Designed by Mark Lesser. Developed by High Score Productions.

The '95 edition changed the camera angle to more of an overhead look. Also released on SNES. Sports/Hockey. Multiplayer adapter compatible. Released 1994. #7194.

❑ NHL '96 Electronic Arts \$1/R1

Developed by High Score Productions. Minor changes to the previous year. Also released on SNES. Sports/Hockey. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8 and 7.5 (out of 10). Flux magazine gave this game an A. Released 1995. #7480.

❑ NHL '97 Electronic Arts \$1/R1

Designed by Mark Lesser, Ken Rogers. Developed by High Score Productions. The '97 edition added "skills challenges" where you can test your puck handling, shot strength and accuracy. There are several international teams included as well as the NHL pro teams. Also released on SNES. Sports/Hockey. Multiplayer adapter compatible. Released 1996. #7603.

❑ NHL '98 T*HQ \$3/R3

Designed by Chris Shrigley. Developed by EA Sports. The final installment in EA Sports' "NHL" franchise for the Genesis changes development hands again. The game speed is noticeably faster than previous years. Also released on SNES. Sports/Hockey. Multiplayer adapter compatible. Released 09/09/97. #7820.

❑ NHL All-Star Hockey '95 Sega \$1/R1

Designed by John Walsh, Eric Repasy, Robert Knaack, Jonahntan Murrey. Developed by Sega Midwest Studio. Features the vocal talents of Marv Albert. Early signs that Sega Sports was going to be a force to be reckoned with. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 6 and 5 (out of 10). Released 1995. #1230.

❑ NHL Hockey Electronic Arts \$1/R1

Designed by Scott Orr, Richard Hilleman, Michael Brook, Jim Simmons. Developed by Park Place Productions. The first in EA Sports' "NHL" franchise. Music by Rob Hubbard. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1991. #7040.

❑ NHLPA Hockey '93 Electronic Arts \$1/R1

Designed by Jim Simmons, Michael Brook, Scott Orr, Richard Hilleman. Developed by Park Place Productions. The second in EA Sports' "NHL" franchise. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1992. #7141.

❑ Nigel Mansell's World Championship Racing GameTek \$2/R3

Developed by Gremlin Graphics. Smooth and fast racing sim, but only one player. followed by a sequel, Newman Haas Indy Car. Also released on CD32, NES and SNES. Racing/F1/Indy/Stock Cars. Released 1993.

❑ No Escape Sony \$8/R4

Developed by Psygnosis/Bits. Based on the 1994 movie starring Ray Liotta, one of the least likely candidates for a movie license we've ever seen. Also released on SNES. Action/Platform/Hack & Slash. Released 1994.

❑ Nobunaga's Ambition Koei \$12/R4

a.k.a. Nobunaga no Yabou Shin Chou (Japan)
Much like a game of Risk where the contested areas become grid-like strategy boardgames. A solid series that would run for many years to follow. Also released on NES and SNES. Simulation/Turn-based War/RPG Game. Released 1991.

❑ Normy's Beach Babe-O-Rama Electronic Arts \$4/R3 -

Rama
Developed by Realtime Associates. Features characters by Keith

Robinson of Intellivision Productions. Action/Platform/Scrolling Screen. **EASTER EGGS:** To select any level in the game, turn off the Genesis. On controller 2, hold A + B + C while powering it on again. Keep holding until the title screen appears, then release and enter the option screen. Use "Level Test" to choose. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and 4 (out of 10). Released 1994. #7204.

❑ Olympic Gold: Barcelona '92 US Gold \$4/R2

Features hammer throw, 100 meter sprint, springboard diving, pole vaulting, hurdles, swimming and archery. Sports/Track & Field. Released 1992.

❑ Olympic Summer Games: US Gold \$8/R4 + Atlanta '96

Developed by Black Pearl. Features 100 meter sprint, hurdles, pole vault, triple jump, long jump, high jump, javelin, discus, skeet shooting and archery. Superb presentation. Also released on 3DO. Sports/Track & Field. Released 1996.

❑ Olympic Winter Games: US Gold \$5/R3 Lillehammer '94

Features biathlon, speed skating, bobsled, downhill skiing, moguls and ski jump. Sports/Multi-Sports. Released 1994.

❑ Onslaught Ballistic \$8/R3

Developed by Nextgrand Ltd. Ported from the Amiga game. Take over the town's guards and war machines with your brawny warrior. Action/Platform/Hack & Slash. Released 1991.

❑ Ooze, The Sega \$8/R4

Developed by Sega Technical Institute. Innovative game where you control a puddle of waste material avoiding obstacles and assimilating other life forms into your mass. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4.5, 3.5, and 3 (out of 10). Released 1995. #1512.

❑ Operation Europe: Path to Victory 1939-45 Koei \$15/R6

a.k.a. World War II (Japan)

It's 1939 - control either the allied or axis forces in a number of historical simulations in wartime Europe. Also released on SNES. Simulation/Turn-based War/RPG Game. Released 1994.

❑ Out of This World Virgin \$7/R2

a.k.a. Another World (Japan)

Designed by Michael Burton. Developed by Delphine Studios. Original game designed by Eric Chahi. Witness the early origins of cel shading in video games, as evidenced in this superlative sci-fi adventure which first appeared in 1991. An extraordinary, challenging adventure. One of those games that seems "too big" to be on a cartridge. Music by Tommy Tallarico. Also released on SNES and 3DO. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 8 (out of 10). Released 1991.

❑ Out Run Sega \$5/R3

Developed by AM2 (Sega). Based on the 1986 Sega coin-op. Cruise along several (at that time) rich landscapes in your convertible, you can choose your path at each checkpoint as you race against the clock. Also released on Sega Master System. Racing/Street Racing. Released 1991.

❑ Out Run 2019 Sega \$8/R4

Developed by Bits. Loosely based on the 1986 Sega coin-op. Way ahead in the future it's a tougher, faster Out Run. Same branching paths though there are fewer routes, turbo boosters, and bi-level roads. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1993.

❑ Out Runners Data East \$10/R4

Based on the 1993 Sega coin-op. Now you get your choice of cars and you always race split-screen against another player (or computer). Racing/Street Racing. EASTER EGGS: Try the ultra fast "virtua formula" car. From the title screen, press Left, Right, Left, Right, B, C, A. After you hear the confirmation sound, press Start and select "arcade mode". Your car is waiting just to the left. Released 1994. #T-13096.

Q Outlander Mindscape \$15/R5 +

Designed by Jeff Gamon, Phil Harrison, Richard Leinfellner, Steve Leney. Put Spy Hunter in first-person perspective and add in some shooting sequences like Technocop, set it all against a Mad Max landscape and you've got the perfect formula for a frantic road adventure. One of those great 16-bit sleepers. Also released on SNES. Racing/Combat/Demolition. Released 1992.

Q Pac-Attack Namco \$15/R6

a.k.a. Pac-Panic (Europe)

Americanized version of a Namco puzzle game. Although it might appear to be a Tetris clone at first glance, it's much more difficult than Tetris. Not a bad game, better in two-player head to head mode. Also released on SNES. Puzzle/Action. Released 1993.

Q Pac-Man 2: The New Adventures Namco \$10/R3

Panned by critics, the gameplay harkens back to Nintendo's Gumshoe. You try to coax Pac-Man to do your bidding. Also features Pac-Man Jr. as a hidden game. NOT to be confused with the Jr. Pac-Man arcade game. Also released on SNES. Puzzle/Point & Click. EASTER EGGS: The password screen holds the key to the hidden original games! To play the original arcade Pac-Man, enter PCMNORG. To play "Pac Jr." (which is an original game kinda like Ms. Pac-Man but with different mazes and intermissions), enter PCJRDPW. Released 1994.

Q Pac-Mania Tengen \$12/R5

Based on the 1987 Namco coin-op. Excellent port of the arcade game featuring an isometric playfield and a jumping Pac-Man. Watch out though, the ghosts start to jump in the later levels. Also released on NES. Action/Maze Collect. Released 1991.

Q Pagemaster, The Fox Interactive \$5/R3

Designed by Paul Carruthers. Developed by Probe. Based on the 1994 movie starring Macaulay Culkin and featuring Christopher Lloyd, Patrick Stewart, Whoopie Goldberg and Leonard Nimoy. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1994.

Q Paperboy Tengen \$4/R3

Based on the 1984 Atari Games coin-op. Fantastic port of the Atari coin-op. If only they had packaged this game with a special-deluxe "bike handlebar" controller, the arcade experience would be complete. Also released on NES and Sega Master System. Shooter/360 Degrees. Released 1991.

Q Paperboy 2 Tengen \$10/R4

Console-only title loosely based on the 1984 Atari arcade game, Paperboy. If you liked the original you'll appreciate the sequel, which doesn't mess around too much with the concept or control but instead adds new characters and obstacles. Also released on NES and SNES. Shooter/360 Degrees. Released 1992.

Q Pat Riley Basketball Sega \$1/R1

a.k.a. Super Real Basketball (Japan)

No-frills first generation basketball game with no licenses whatsoever. Almost the same game as TurboGrafx-16 Takin' It To The Hoop. Sports/Basketball. Released 1990.

Q Pebble Beach Golf Links Sega \$3/R2

a.k.a. Pebble Beach no Hatou (Japan)

Developed by T&E Soft. Play 18 holes at the site of the 1992 US Open. Also released on 3DO. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1994.

Q Pele II: World Tournament Accolade \$8/R4 Soccer

Designed by Raymond Cheung, Alan Price, Darren Schebek. Developed by Radical Entertainment. 1994 wasn't exactly the "year of Pele" but Accolade felt the license was strong enough to warrant a sequel. It's not bad but it's a far cry from FIFA. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and 4 (out of 10). Released 1994.

Q Pele! Accolade \$8/R3

Developed by Radical Entertainment. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). Released 1993.

Q Pete Sampras Tennis Codemasters \$4/R2

Designed by Andrew Richards. Slick game with more control given to the player than most. Followed by a Europe-only sequel, "Pete Sampras Tennis '96". Sports/Tennis. LANDMARK: Innovative cartridge design ("J-Cart") allows you to plug two controllers into the cart itself, boosting the game to four player compatible! Released 1994. #T-120066.

Q PGA European Tour Golf Electronic Arts \$4/R2

Designed by Lee Actor, Dennis Koble. Developed by Polygames. This was the third game in the series and is very much like PGA II except with five different European courses. Sports/Golf. Released 1994. #7353.

Q PGA Tour '96 Electronic Arts \$5/R3

Designed by Ed Hellesen, Joseph M Guaganti. Developed by NuFX. This fifth and final PGA title from EA is the first one not designed by the team of Actor and Koble, featuring three "3D" courses and digitized pro golfers. With this improvement in graphics comes a price: the draw times are longer than ever before. Also released on SNES and 3DO. Sports/Golf. Released 1995.

Q PGA Tour Golf Electronic Arts \$5/R2

Designed by Lee Actor, Dennis Koble. Developed by Sterling Silver Software. The first in what would be a long line of golf sims by EA. Four courses and real golf pros. Audio by Rob Hubbard. Also released on SNES. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). Released 1991. #7002.

Q PGA Tour Golf II Electronic Arts \$5/R3

Designed by Lee Actor, Dennis Koble. Developed by Polygames. The sequel features six courses and slightly improved graphics. Sports/Golf. Released 1992. #7155.

Q PGA Tour Golf III Electronic Arts \$5/R3

Designed by Lee Actor, Dennis Koble. Developed by Polygames. The fourth game (this one followed European Tour) in the series features an impressive EIGHT courses. Sports/Golf. Multiplayer adapter compatible. Released 1994. #7427.

Q Phantasy Star II Sega \$20/R2 +

A complete Phantasy Star II includes a poster-sized map in addition to the usual trappings. This sequel to the Master System game follows the events of that game and is considered by many to be the best in the series. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7 (out of 10). Released 1989.

Q Phantasy Star III: Generations of Doom Sega \$30/R2

a.k.a. Tokino Seishousha

Designed by Tsukapon. Four different endings are the signature of this black sheep in the Phantasy Star series. The story and characters here really bear no relation to the previous two... or the sequel to follow. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7 (out of 10). Dragon magazine gave this game 4 stars (out of 5). Released 1991.

☐ Phantasy Star IV: The End of the Millennium Sega **\$25/R2**
a.k.a. The Final Terror

The final - and many consider the best - 16-bit Phantasy Star. A sprawling epic that incorporates most of what has happened in the first two games. The game's original price tag was a killer though: \$79.99! Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and 7 (out of 10). Released 1993.

☐ Phantom 2040 Viacom **\$8/R4**
 Developed by Heart Entertainment. Based on the animated series. Also released on SNES. Action/Platform/Shooter. Released 1995. #T-139036.

☐ Phelios Namco **\$10/R4**
 Based on the 1988 Namco coin-op. You are Apollo, flying the winged Pegasus in ancient Greece. Now there's a SHMUP setting you don't see every day. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 7 (out of 10). Released 1990.

☐ Pink Goes to Hollywood TecMagik **\$8/R4 -**
 Developed by Head Games Inc.. Just another day in the life of 16-bit gaming: licensed character gets converted into platform game star with tepid results. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1993.

☐ Pinocchio Virgin **\$12/R5**
 Designed by Dave Chapman, Phil Lewin, Leo Skirenko, Richard Turner. Based on the 1940 animated Disney movie, which was based on a work by Carlo Collodi in 1880. Reminiscent of many of the other Disney/Virgin platformers like Aladdin. Also released on SNES. Action/Platform/Scrolling Screen. Released 1995.

☐ Pirates of Darkwater SunSoft **\$4/R2**
 Developed by Iguana. Based on a short-lived Hanna Barbera animated series. Choose from three different characters as you slash your way through each level. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1994.

☐ Pirates! Gold Microprose **\$40/R3 +**
 A complete Pirates comes with a poster-sized game map in addition to the usual trappings. Ship-to-ship combat, swordfighting and resource management highlight this pirate sim. Also released on CD32. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1993.

☐ Pitfall: The Mayan Adventure Activision **\$5/R3**
 Based on the Activision Atari 2600 game. Also released on Jaguar and SNES, and an enhanced version on Sega CD. Action/Platform/Scrolling Screen. EASTER EGGS: To access the original Atari 2600 classic, press Down, A (x 26). Down at the title screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1994. #T-130036.

☐ Pit-Fighter Tengen **\$5/R2**
 Based on the 1990 Atari coin-op. Arcade port of a game that pre-dates Mortal Kombat but features digitized brawlers. This one isn't

quite the one-on-one tournament fighting game fans are used to. There are cheap shots from the crowd, lots of things to pick up and throw, and rather small characters. It's one of those love or hate games. Also released on SNES, though the Sega Genesis version is clearly superior. Fighting/Tournament Style. EASTER EGGS: You can access a hidden option screen by pressing A + B + C at the title screen. Released 1991.

☐ Pocahontas Virgin **\$15/R4**

Based on the 1995 animated Disney movie. A little better than standard platform fare in that you swap places with your wilderness pets to help solve puzzles on each level. Excellent graphics as well. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5, 6.5, and 6.5 (out of 10). Released 1996.

☐ Populous Electronic Arts **\$10/R4**
 Developed by Bullfrog. Play God in this... well... "God sim". Followed by a sequel that appeared only on the Mega Drive. Also released on SNES. Simulation/Life Development. Released 1991.

☐ Power Monger Electronic Arts **\$4/R2**
 Designed by James Fisher. Developed by Bullfrog. A spiritual successor to Populous (and designed by the same Bullfrog group). This time you're not a God but a world leader, and you don't just crush the enemy, you attempt to unite them. An enhanced version was released on Sega CD. Simulation/Life Development. Released 1992. #7105.

☐ Powerball Namco **\$5/R3**
a.k.a. Wrestleball
 In this "sport" you play a rugby-style game except there is also a goalie. Sports/Futuristic. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1991.

☐ Predator 2 Acclaim **\$7/R3**
 Designed by Rob Leingang, Stacy Hendrickson, Tyrone Miller, Ron Somers. Developed by Gray Team. Based on the 1990 sci-fi/action movie featuring Bill Paxton and Danny Glover. Quasi-isometric shooter that plays at times like Smash TV. Shooter/360 Degrees. Released 1992.

☐ Primal Rage Time Warner **\$8/R3**
 Developed by Probe. Based on the 1994 Atari Games coin-op. When dinosaurs ruled the earth they waged controlled battles with timed rounds and best of three wins. Where did you think those rules came from, mankind? Also released on SNES and 3DO. Fighting/Tournament Style. EASTER EGGS: Most of the good hidden stuff can be accessed from this menu. From the main menu, press Left, Up, Right, Right, Up, Left, Right, Right, Left, Left, Up. Whoa hoo! "Extra Options!" Released 1995. #T-48426.

☐ Prime Time NFL starring Deion Sanders Sega **\$2/R1**
 Originally Joe Montana's license. After a year hiatus, Sega went with the "cooler" Sanders for the '97 season. Sanders' endorsement lasts just one year and in '98 it's back to "NFL '98". Sports/Football. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 and 7.5 (out of 10). Released 1996.

☐ Prince of Persia Tengen **\$8/R4**
 Designed by Richard Walker. Developed by Domark. Originally designed by Jordan Mechner in 1989. Mechner is also known for his game Karateka. Though this version of the game is four years removed from the 8-bit original, it still looks and plays great, with shiny new graphics and cut scenes by Mechner. Also released on NES and SNES, and an enhanced version on Sega CD. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1993.

☐ Pro Quarterback Tradewest **\$4/R2**
 This is the most poorly animated football game you'll ever find on

the Genesis. If the choppiness isn't enough, there are no real players or teams or even a season mode. Also released on SNES. Sports/Football. Released 1992.

- PTO: Pacific Theater of Operations** **Koei** **\$20/R5**
a.k.a. Teitoku no Ketsudan (Japan)
 Great hex-based boardgame without the hexes or the board. On top of that, you might learn a thing or two about those WWII naval battles you slept through in school. Also released on SNES. Simulation/Turn-based War/RPG Game. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 1992.
- Puggsy** **Psygnosis** **\$10/R5**
 Developed by Traveller's Tales. Mainly platforming with some puzzle elements to keep you thinkin'. An enhanced version was released on Sega CD. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). SANTULLI SLANT: OK gamers, look at the cover and behold the HERO, Puggsy. Now, is it just me, or is Puggsy a rather large piece of poop? He's animated poop even if he IS from outer space which by the way I'm no longer interested in if the aliens all look like poop. On the plus side, the game is very well animated, with large, colorful sprites, including the well-animated poop sprite. [Gr: 7, So: 7, Ga: 6, Ov: 6] Released 1993.
- Punisher, The** **Capcom** **\$8/R4**
 Based on the 1993 Capcom coin-op. It's Final Fight meets Marvel Comics in this above average beat-em-up by Capcom. Play as The Punisher or Nick Fury (of S.H.I.E.L.D. fame). Nice port of the game. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Flux magazine gave this game a D. Released 1994.
- QuackShot starring Donald Duck** **Sega** **\$12/R4**
 Designed by Emirin. If you LOVE Donald Duck, you'll probably enjoy the game. To everyone else, it's yet another platformer with cute graphics and very little originality. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and 6 (out of 10). Released 1991.
- Quad Challenge** **Namco** **\$8/R4**
a.k.a. Megatrax
 This may very well be the first ATV racing game ever made. Consider Namco's experience with Pole Position, it clearly influenced this game. Racing/Motocross/Cycle. Released 1991.
- Race Drivin'** **Tengen** **\$10/R4**
 Developed by Polygames. Based on the 1990 Atari Games coin-op. The good news is that this update to Hard Drivin' is considerably better. The bad news is that it's still really bad. Speed and stunt courses with polygon graphics, poor physics and awful controls. Also released on SNES. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and 4 (out of 10). Released 1993.
- Radical Rex** **Activision** **\$4/R2**
 Developed by Beam Software. He's a skateboarding dinosaur. Also released on SNES, and an enhanced version on Sega CD. Action/Platform/Scrolling Screen. SANTULLI SLANT: "Radical" was a catchphrase for the 90's, and with it came expectations of extreme action and fun. On behalf of Digital Press... sorry about that. So here you've got a slow-moving dinosaur who is sometimes as fast as Sonic but never while playing Sonic you ask yourself "why am I so slow?". [Gr: 8, So: 7, Ga: 5, Ov: 6] Released 1994.
- Raiden Trad** **Micronet** **\$15/R5**
 Loosely based on the Seibu Kaihatsu coin-op series that started with 1990's Raiden. Also released on SNES. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game

a 8, 8, 7, and 6 (out of 10). Released 1991.

- Rambo III** **Sega** **\$4/R2**
 Developed by Carlock. NOT based on the 1989 Taito coin-op of the same name (the arcade game was more of a run 'n' shoot action game). LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1989.
- Rampart** **Tengen** **\$5/R3**
 Based on the 1990 Atari coin-op. "Ready... aim... FIRE!" Tetris meets Wargames. Can't go wrong with this one. Also released on NES and SNES. Puzzle/Action. Released 1991.
- Ranger X** **Sega** **\$8/R4**
a.k.a. Ex-Ranza (Japan)
 Designed by T Toyota, T Yamamoto. Developed by Gao Entertainment. Unusual shooter, it nearly qualifies as a side-scrolling platform shooter - your huge character can walk along the ground OR fly. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and 7 (out of 10). Released 1993. #1076.
- Rastan Saga II** **Taito** **\$20/R5**
 Based on the 1989 Taito coin-op. Sequel to the arcade game, or to the Master System version, whichever you prefer. The original was better in almost every way. Action/Platform/Hack & Slash. Released 1990. #T-11026.
- RBI Baseball 3** **Tengen** **\$1/R1**
 Sequel to the series that originally appeared on the NES, this is the first of the 16-bit series. Though the series emphasizes arcade play over simulation, it does include real teams and real MLB players. Also released on NES. Sports/Baseball. EASTER EGGS: A really bad programming bug. While playing the computer, move your pitcher to the far side of the mound opposite the side of the batter and pitch outside. It always swings and misses! Released 1991.
- RBI Baseball 4** **Tengen** **\$1/R1**
 Home run derby and game breakers (situations that are pre-defined and challenge you to reach the desired outcome) are added. Followed by RBI Baseball '93. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1992. #301036.
- RBI Baseball '93** **Tengen** **\$1/R1**
 Very minor update to RBI Baseball 4. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1993.
- RBI Baseball '94** **Tengen** **\$1/R1**
 Final game in the series features the fastest gameplay and better graphics but by this time both EA's Triple Play and Sega's World Series Baseball games were far superior. Sports/Baseball. EASTER EGGS: To play against a team of game designers, enter "THECHALLENGE" as your password. If you win the game you'll play an even better "dream team" next. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 1994.
- Red Zone** **Time Warner** **\$8/R3 +**
a.k.a. Hard Wired (Europe)
 Designed by David Guldbrandsen, Karsten I. Hvidberg, Jens Albrechtsen. Developed by Zyrrin. Here's a game you plug in when you want to show off what the Genesis could do. Simply amazing graphics and sound, including full-motion video. A combination of top-down helicopter action and mission-based tactics. Shooter/360 Degrees. EASTER EGGS: To access the hidden Asteroids mini-game, enter ABCACACBAC as your password. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1994.

- ☐ **Ren & Stimpy Show, The: Sega \$4/R3**
Stimpy's Invention
 Developed by BlueSky Software. Based on the animated TV series. One of the better licenses on this system, Ren & Stimpy appear many more times on the Super NES system.
 Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1993. #3990.

- ☐ **Revenge of Shinobi, The Sega \$4/R2 +**
 Superb ninja action game with very odd cameos by Godzilla, Terminator, Batman and Spider-Man that are reportedly removed from later copies. Followed by two Genesis sequels, Shadow Dancer and Shinobi 3. Action/Platform/Hack & Slash. EASTER EGGS: For unlimited shurikens, go to the option screen and set "shurikens" to zero. Wait for about ten seconds and the zeroes will change to infinity. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 8 (out of 10). Released 1989.

- ☐ **Revolution X featuring Acclaim \$4/R2**
Aerosmith
 Developed by Rage Software. Based on the 1994 Midway coin-op. Music is the weapon! Standard gun game fare, plays a little like T2: The Arcade Game. Also released on SNES. Shooter/Target Shooting "Gun Games". Light Gun compatible. Released 1994. #T-81566.

- ☐ **Richard Scarry's Busytown Sega \$12/R4**
 Designed by Andras Csaszar, Zoltan Csaszar. Developed by Novotrade. Your freakish humanoid cat has all kinds of errands and tasks to perform in Busytown. Probably something the kids would enjoy. A "Sega Club" title. Educational/General. Mouse compatible. Released 1994.

- ☐ **Rings of Power Electronic Arts \$12/R4**
 Designed by Andy Gavin, Jason Rubin, Vijay Pande. Developed by Naughty Dog. Gavin is specifically credited with the Genesis version of this game. Battles are primarily with magic in this ultra-choppy RPG game that resembles but does not play at all like EA's Populous. Role-Playing/Third-Person Real-Time. Released 1991.

- ☐ **Risk Parker Bros \$5/R2**
 Designed by John Emerson, Paul McCarl, Craig Seastrom. Developed by Sculptured Software. It beats putting all of those pieces away, doesn't it? Includes the classic board game and a faster paced arcade mode. Traditional/Board Game. Released 1994. #T-89036.

- ☐ **Risky Woods Electronic Arts \$5/R3**
a.k.a. Draxos (Europe)
 Designed by Steve Wetherill, Ricardo Puerto, Raul Lopez. Developed by Zeus Soft. Good graphics highlight this otherwise typical side-scrolling fantasy game. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and 3 (out of 10). Released 1992.

- ☐ **Ristar Sega \$10/R4**
 Designed by Takumi Miyake. An animated shooting star (complete with shoes and gloves) is summoned to save a planet under attack. Superb graphics with a Bionic Commando-style gaudy tactic. Action/Platform/Scrolling Screen. EASTER EGGS: To play "Boss Rush Mode" where it's just one big baddie after another, enter password "MUSEUM". Released 1995.

- ☐ **Road Rash Electronic Arts \$3/R2**
 Designed by Alex Amsel, Mark Fitt, Richard Whittall. The Sega CD and 3DO versions of Road Rash are completely different from this one. Racing/Combat/Demolition. EASTER EGGS: The coolest and by far fastest bike in the game is the "Wild Thing 2000", but it's hidden. Go to the bike select screen and while holding Up, A, and C, press Start. When you hear "YEAH", you've now got control of a set of wheels that can get up to 200 MPH (and even faster with

turbo). SANTULLI SLANT: If the sensation of speed isn't enough to get you excited, then perhaps the flopping, sliding, and scraping of your biker after a crash will. The game certainly lives up to its title, starting a legacy that continued for many sequels and years thereafter. Come on now, back in 1991 it was pretty uncommon to be allowed to create this kind of chaos in a game. You can force an opponent into an oncoming car, smash him off of his bike, and even brow beat with the police! Just like real life, ya little hoodlums. [Gr: 8, So: 9, Ga: 8, Ov: 8] Released 1991. #7020.

- ☐ **Road Rash 3: Tour De Force Electronic Arts \$8/R4**
 Designed by Dan Geisler, Warrick Hoffeld. The third and final in the series for the Genesis. There are actually eight people credited with this game's art, which includes semi-digitized characters in gameplay. Road Rash 3 introduced police helicopters into the fray. Racing/Combat/Demolition. EASTER EGGS: All you need is the password "1559 PU03", which starts you out with the best motorcycle, every upgrade, and a cool \$200,000 spending money. PERIODICALS: Flux magazine gave this game an A-. Released 1995. #7347.

- ☐ **Road Rash II Electronic Arts \$6/R3 +**
 Designed by Dan Geisler, Matthew Hubbard. Our favorite in the series, this sequel features two-player split-screen action. Music by Rob Hubbard. Racing/Combat/Demolition. EASTER EGGS: The original Road Rash featured the hidden "Wild Thing 1000", the sequel features "Wild Thing 2000"! To get it, start on the title screen and hold Up + A + C or Left + B + C, and press Start. It's all yours! PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1992. #7146.

- ☐ **RoadBlasters Tengen \$8/R3**
 Based on the 1986 Atari coin-op. Nice port of the Atari coin-op but loses a little something without the steering yolk on the real machine. Also released on NES. Racing/Combat/Demolition. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1991.

- ☐ **RoboCop 3 Flying Edge \$8/R4**
 Developed by Eden Entertainment. Based on the 1993 movie. More of the usual with this guy, lots of side-scrolling and killing. Also released on NES and SNES. Flying Edge was a division of Acclaim. Action/Platform/Shooter. Released 1993.

- ☐ **RoboCop vs. Terminator Virgin \$8/R4 +**
 Developed by Bethesda Softworks. Music by Tommy Tallarico. Despite all of the blood and guts (huzzah!) the graphics on the game were toned down a bit for the kids. The skeletons and women baddies were changed to the generic thugs you see throughout. See easter egg "c" for details on how to reverse that. Also released on SNES. Action/Platform/Shooter. EASTER EGGS: Lots of good codes in this game. a) To get the really good stuff, you have to enter "turbo mode". Start a game, pause it, and press A, B, C, B, A, C, B, A, C, B, A, C, A, C, A, C, A, C, B, C, A, C, A, C, B, C. When you hear the confirmation sound you will be faster and jump higher. b) Now onto the good stuff. After enabling "turbo mode", if you weren't on "trainer" level when you did so, go back and do so now. A programmer screen will appear, jump off of it. When you finish this level you will be invincible for the rest of the game! c) One more: You may have heard that some of the game's graphics were toned down. It's true, but you can tone them right back up again. Start a game, pause it, and press C, B, A, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, A (x3), B (x3), A, C, A. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1994.

- ☐ **Rock 'n Roll Racing Interplay \$18/R5**
 Developed by Blizzard Entertainment. Isometric third-person racing with weapons and a licensed rock 'n roll soundtrack, even has a split-screen two player mode. This may be the only game you ever

get to play that has a Black Sabbath tune converted to MIDI and playing in the background. Also released on SNES, which is a superior version of this game. Racing/Miscellaneous Racing. Released 1994.

- Rocket Knight Adventures Konami \$5/R3 +**
Like Noah's Ark, the Genesis seems to feature every type of animal on the planet. Sparkster, your hero for this game, is an opossum. Followed by a sequel, Sparkster. Action/Platform/Shooter. EASTER EGGS: It really is worth seeing all 7 levels of this game. You can do that by cheating. At the Konami logo, rapidly press Up, Down, Up, Down, Up, Down, Up, Down, Up, Down, Left, Right (x4). You should hear a confirmation sound. Now at the title screen hold A and press Start for the hidden level select. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1993. #T-95046.
- Roger Clemens' MVP Baseball Flying Edge \$1/R1**
Developed by Sculptured Software. Fake teams, fake players (with the exception of Clemens on the Boston Crabs). They tried some crazy camera angles here, you might like that. We didn't. Also released on NES and SNES. Flying Edge was a division of Acclaim. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1992. #T-81106.
- Rolling Thunder 2 Namco \$5/R2 +**
Based on the 1990 Namco coin-op. A sequel to the Namco arcade game and in itself a brilliant arcade conversion, with one of the best two-player simultaneous modes we've ever played. Guide your agents through a multitude of James Bond-like scenarios. Action/Platform/Shooter. EASTER EGGS: A Rolling Program Smashed the Genius. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1991.
- Rolling Thunder 3 Namco \$5/R3**
A step backwards from its predecessor, they even left out the fab 2-player game. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 5 (out of 10). Released 1993.
- Rolo to the Rescue Electronic Arts \$20/R6**
Designed by Alan McCarthy. Developed by Vectordean. A platformer featuring an elephant, until he gets stuck, in which case you assume the role of a rabbit, beaver or other woodland creature. EASTER EGGS: Nothing more dangerous than an invincible elephant. Go to the title screen and hold A + B + Up/Left, and RESET the system. Release them when the game reboots and just press B when you see the title screen again. New options for elephants! Released 1992. #7132.
- Romance of the Three Kingdoms II Koei \$15/R3**
a.k.a. Gekijoban Sangokushi II
Sequel to the 8-bit classic, this series would live on right into the 21st century. Also released on SNES. Simulation/Turn-based War/RPG Game. Released 1991.
- Romance of the Three Kingdoms III: Dragon/Destiny Koei \$12/R3**
a.k.a. Gekijoban Sangokushi III
The fourth game in the series appears on the 32X in Japan. Also released on NES and SNES. Simulation/Turn-based War/RPG Game. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1993.
- Rugby World Cup '95 Electronic Arts \$4/R2**
An unlikely entry from EA Sports but a well-done Rugby sim it is, borrowing from the superb FIFA engine. Sports/Other Sports. Released 1994. #7413.

- Segaia Taito \$8/R4**
a.k.a. Darius 2 (Japan)
Based on the 1989 Taito coin-op. Darius fans, they didn't forget you on the Genesis... the game has just been re-named for some odd reason. All of the things that Darius arcade fans love are here, right down to the path selection. Shooter/Horizontal Scrolling. EASTER EGGS: To select any zone, A thru Z, press C, A, C, B, C, A, B, A, B, C, A, C at the title screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1990.
- Saint Sword Taito \$15/R5**
Based on the Japanese anime series Saint Seiya. Picture Rastan with a slimmer, uglier, slower, less animated character instead. Action/Platform/Hack & Slash. Released 1991.
- Samurai Shodown Takara \$4/R2**
a.k.a. Samurai Spirits (Japan)
Developed by Saurus. Based on the 1993 SNK coin-op. You won't see the scaling that's featured on the Neo-Geo here, and there are frames of animation missing here and there, but fear not, this is a solid port of a classic fighter. Also released on SNES, and an enhanced version on Sega CD and 3DO. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1994.
- Saturday Night Slam Masters Capcom \$9/R3**
a.k.a. Muscle Bomber (Japan)
Based on the 1993 Capcom coin-op. Entertaining "crossover" game for Capcom, featuring references to other Capcom games like Final Fight and Street Fighter 2. It doesn't have the licenses from any "pro" leagues but it's one of the best wrestling games on the system. Also released on SNES. Fighting/Wrestling. Released 1994.
- Scholastic's The Magic School Bus: Space Exploration Sega \$15/R6**
Based on Joanna Cole's science books for children. A "Sega Club" title. Educational/General. Released 1995. #1558.
- Scooby-Doo Mystery Acclaim \$25/R5**
Developed by SunSoft/Illusions. Based on the popular Hanna-Barbera cartoon. Take on the roles of those meddling kids in two point and click adventures, "Blake's Hotel" and "Ha Ha Carnival". The SNES game is completely different. Puzzle/Point & Click. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 7.5, and 6 (out of 10). Released 1995. ©1995 Sunsoft. #T-81526.
- SeaQuest DSV T*HQ \$15/R6**
Developed by Sculptured Software. Original game developed by Black Pearl. Based on the 1993 television series starring Roy Scheider of "Jaws" fame. Imagine Desert Strike underwater. Also released on SNES. Shooter/360 Degrees. PERIODICALS: Flux magazine gave this game a C+.
- Sesame Street Counting Electronic Arts \$15/R5**
Cafe
A "Sega Club" title. Educational/Math. Released 1994. ©1994 Children's Television Workshop (CTW). #T-50896.
- Shadow Blasters Sage's Creation \$12/R4 -**
a.k.a. Shiten Myooh (Japan)
Utterly generic side-scrolling fantasy platformer with one or two simultaneously taking on level after level of tedium using four selectable characters. Action/Platform/Shooter. Released 1990. #T-47016.
- Shadow Dancer: The Secret of Shinobi Sega \$5/R3**
Loosely based on the Shadow Dancer coin-op and sequel to

Revenge of Shinobi. Familiar ninja fare with a twist: now you've got a dog, ho ho ho. Action/Platform/Hack & Slash. **EASTER EGGS:** You can play in a practice mode in this one. When the Sega logo appears, hold A + B + C and press Start, then when the title screen appears, do it again. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1990. #1114.

Shadow of the Beast **Electronic Arts** **\$5/R3**

Originally developed by Reflections Interactive and published by Psygnosis in 1989. This game is outrageously difficult. Followed by a sequel. Action/Platform/Hack & Slash. Released 1991. #7091.

Shadow of the Beast II **Electronic Arts** **\$5/R3**

Designed by John White, Mike Simpson. Great looking game with lots of huge monsters but wow... this is really hard. An enhanced version was released on Sega CD. Action/Platform/Hack & Slash. Released 1992. #7164.

Shadowrun **Sega** **\$25/R4**

Designed by Tony Van, John Fulbright, Heinrich Michaels, Scott Berfield. Based on a board/role-playing game developed by FASA (the same folks that did Battletech). Also released on SNES. Simulation/Real-Time Strategy. **EASTER EGGS:** This is a hard game, but unlimited lives will help you see more of it. From the title screen press A, C/Left, B, A, C, Right, Up, Down/Left. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 9, 7, and 7 (out of 10). Released 1994.

Shanghai II: Dragon's Eye **Activision** **\$10/R4**

Great job at bringing classic Shanghai to the masses. Highly addictive. Also released on SNES. Traditional/Mahjong. Released 1994.

Shaq-Fu **Electronic Arts** **\$1/R1 -**

Developed by Delphine Studios. Basketball legend Shaquille O'Neal takes to the street. The animation is pretty good and the game is by Delphine who is best known for their work with Out of This World and Flashback. Still, something has gone horribly wrong - don't expect to see the phrase "Worst. Game. Ever." associated with Shaq-Fu. Also released on SNES. Fighting/Tournament Style. Released 1994. #7283.

Shining Force **Sega** **\$40/R2 +**
a.k.a. The Legacy of Great Intention

Designed by Hiroyuki Takahashi. Developed by Sonic/Climax. This sequel to Shining in the Darkness is a radical departure and part of the first wave of tactical RPG's that rely more on battle than leveling up. Followed by a sequel. Role-Playing/Turn-Based/Battle-Centric. Released 1993. #1312.

Shining Force II **Sega** **\$35/R2 +**
a.k.a. Return of the King

Designed by Yasuhiro Taguchi, Shugo Takahashi, Haruki Kodera, Kenji Numaya. Developed by Sonic Team. More of the same but bigger. If you like this genre, Shining Force II is among the best ever made. Role-Playing/Turn-Based/Battle-Centric. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1994.

Shining in the Darkness **Sega** **\$10/R3**

Developed by Sonic/Climax. The precursor to the Shining Force series, this one plays much more like your typical dungeon crawl RPG, and it's surprisingly claustrophobic. A solid title with Phantasy Star-like mechanics and a huge departure from what was about to come for this series. Role-Playing/Turn-Based RPG. **EASTER EGGS:** Did you know you can rename the game's characters? It's much more fun that way. To rename your characters, enter your name using all 5 letters. Now when you select the "Forward" icon, the next character will appear. Rinse and repeat! Released 1991.

Shinobi III: Revenge of the Sega **\$8/R4**
Ninja Master

The third and final Genesis game in the Shinobi series, and considered by many to be the best. A top-notch action game with great graphics, sound, and diverse level design. Action/Platform/Hack & Slash. **EASTER EGGS:** If being a ninja wasn't bad ass enough, you can be an invincible ninja with this code. From the options menu, select "SE" (sound effects) and press B to play the songs in this order: "He Runs", "Japonesque", "Shinobi Walk", "Sakura", "Getufu". **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). Released 1993.

Shove It! The Warehouse **DreamWorks** **\$12/R4**
Game
a.k.a. Sokoban (Japan)

Truly a thinking man's game, you've got 160 puzzles where you have to move the boxes into the correct formation to complete each level. There's even a level designer in the game. Puzzle/Logic. **PERIODICALS:** Electronic Gaming Monthly gave this game a 4, 3, 3, and 3 (out of 10). Released 1990. #6101.

Side Pocket **Data East** **\$10/R4**

Based on the 1986 Data East coin-op. Standard pool hall fare. Also released on NES and SNES. Traditional/Parlor Games. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1992.

Simpsons, The: Bart vs. the **Flying Edge** **\$8/R4**
Space Mutants

Designed by Chris Coupe, Julian Scott. Developed by Imagineering. Based on the long running animated TV series. This was the first Simpsons game, and not a good one. Also released on NES. Flying Edge was a division of Acclaim. Action/Platform/Scrolling Screen. Released 1992.

Simpsons, The: Bart's **Flying Edge** **\$6/R3**
Nightmare

Developed by Sculptured Software. Based on the long running animated TV series. It's essentially a series of mini-games with Simpsons characters in strange roles in Bart's dreams. Also released on SNES. Flying Edge was a division of Acclaim. Miscellaneous/Mini-Games. **EASTER EGGS:** You can select from any level in the game by rapidly pressing A, B, B, A, Down, Up, Right, Right, A during the intro while Bart is falling. Released 1993.

Simpsons, The: Krusty's **Flying Edge** **\$8/R4**
Super Funhouse

Based on the long running animated TV series. A mix of platforming and puzzle gaming as you work to get all of the rats in the boxes. Also released on SNES. Flying Edge was a division of Acclaim. Puzzle/Logic. Released 1992.

Simpsons, The: Virtual Bart **Acclaim** **\$8/R4**

Developed by Sculptured Software. Based on the long running animated TV series. A successor of sorts to Bart's Nightmare, with more mini-game action. Also released on SNES. Miscellaneous/Mini-Games. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 5, 4, and 4 (out of 10). Released 1994.

Skeleton Krew **Core Design** **\$20/R5**

Developed by Core Design. Isometric one or two-player simultaneous action game. Robotron mechanics with some maze crawling too. Also released on CD32. Shooter/360 Degrees. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 7, 7, and 6.5 (out of 10). Released 1995.

Skitchin' **Electronic Arts** **\$4/R2**

Feels like Road Rash, looks like Road Rash, and it's fun too. "Skitchin'" involves roller-skates and grabbing onto the backs of cars for speed. Note that there's a misspelling on the cartridge label

itself, listing the system as Sega Genesis. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1994. #7205.

❑ **Slaughtersport** **Razor Soft** **\$8/R4 -**

a.k.a. Fatman (Japan), Mondu's Fight Palace
Early working titles of this game: "Mondu's Fight Palace", and "Tongue of the Fatman". Fighting/Tournament Style. Released 1991.

❑ **Socket** **Vic Tokai** **\$6/R3**

a.k.a. Time Dominator (Europe)
It looks a lot like Sonic and it's even FAST, but you can't help but feel when playing with this electrified rodent that being a non-electrified hedgehog is still a better deal. Action/Platform/Scrolling Screen. Released 1993.

❑ **Sol-Deace** **Renovation** **\$6/R3**

Developed by Wolf Team. Nearly identical to the Sega CD game "Sol-Feace". No one is sure why they altered the title. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1992.

❑ **Soldiers of Fortune** **Spectrum Holo** **\$5/R3**

a.k.a. The Chaos Engine
The original game, The Chaos Engine, was originally designed by Bitmap Brothers for computers. Choose from a group of characters with varying skills in this overhead adventure/shooter. Also released on SNES. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1993. #T-124016.

❑ **Sonic & Knuckles** **Sega** **\$6/R2 +**

Besides the already excellent gameplay of S&K, you get to play as Knuckles when Sonic 2 is plugged into this cart. With Sonic 3 plugged in, you can play as Sonic, Tails, or Knuckles and play as if Sonic 3 and S&K were one game - you start in stage 1 of Sonic 3 and end at the end of S&K. Very nice. Action/Platform/Scrolling Screen. LANDMARK: An innovative move: this cartridge also serves as a pass-through for other Sonic games (specifically Sonic 2 and 3) and creates new results in those games when attached! EASTER EGGS: Plug any incompatible cart into S&K and press A + B + C and you'll get yet another hidden S&K level! PERIODICALS: Electronic Gaming Monthly gave this game a 10, 9, 9, and 9 (out of 10). Released 1994.

❑ **Sonic 3D Blast** **Sega** **\$8/R4**

a.k.a. Flicky's Island (Europe)
Designed by Jon Burton. Developed by Traveller's Tales. Flicky and friends appear here. You may remember them from the Flicky arcade game and Genesis cart of the same name. Crossovers rule. Action/Platform/Scrolling Screen. EASTER EGGS: To select any of the game's 3D levels, from the "Press Start" screen, instead press B, A, Right, A, C, Up, Down, A, Start. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5, 7, and 7 (out of 10). Released 1996.

❑ **Sonic Classics** **Sega** **\$10/R4 +**

Contains 3 Sonic games on one cart: Sonic the Hedgehog, Sonic 2, and Dr. Robotnik's Mean Bean Machine. Isn't technology wonderful? Action/Platform/Scrolling Screen. Released 1996. #1190.

❑ **Sonic Spinball** **Sega** **\$4/R2**

Is it a platform game or a pinball game? Well, it's a little of both, actually. Unique video pinball that's totally set in the Sonic universe and worth a look if you're a fan of the series. Traditional/Video Pinball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1993. #1537.

❑ **Sonic the Hedgehog** **Sega** **\$1/R1**

Designed by Yuji Naka, Naoto Oshima. Developed by Sonic Team. If you see "Not for Resale" on the label and try to sell it you will spontaneously combust. Either that or you have one of the carts that were packed in with the Genesis' second model. This became the pack-in game for the original model Genesis in 1991 when it replaced Altered Beast. Also released on Sega Master System. Action/Platform/Scrolling Screen. LANDMARK: With the release of this title Sega launched not just a series but a mascot which has stuck with them to this very day. EASTER EGGS: If you want to see Sonic behave very oddly, hold A + B + C during demo mode. That's Sonic on crack, folks. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). SANTULLI SLANT: In the vast universe that has been spawned from this game, we've been introduced to many colorful critters. Tails the Fox, Knuckles the Echidna, Nack the Weasel, Espio the Chameleon, Mighty the Armadillo, Vector the Crocodile... the list goes on. But what of Robotnik the Human? He seems a little out of place, doesn't he. Think about it. If you were there only human on a planet full of rascally creatures, don't you think you'd go a little "mad" too? Sure you do. See? It all makes sense now. Incidentally, the first Sonic still holds up well, though innovations in future games make them better games, too. [Gr: 8, So: 8, Ga: 7, Ov: 7] Released 06/23/91. #1009.

❑ **Sonic the Hedgehog 2** **Sega** **\$1/R1 +**

Developed by Sonic Team. Where were you on "Sonic Tuesday", November 24th, 1992? That was the day this game was released. Tails the Fox is introduced in this game, and it also features split-screen two player action. This was the pack-in game for the 2nd model Genesis. Action/Platform/Scrolling Screen. EASTER EGGS: Sonic 2 uses the sound test option to activate certain features. For example, to start on any level, choose sounds 19, 65, 9, and 17 in that order, pressing C after each selection. A chime sounds. Then just press Start and when Sonic and Tails appear on the title screen, hold A and press Start again. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 9, 8, and 8 (out of 10). Released 11/24/92. #1051.

❑ **Sonic the Hedgehog 3** **Sega** **\$8/R2**

Developed by Sonic Team. Knuckles the Echidna is introduced in this game and the structure of the game is a bit different (with bosses at the end of each world), but it's still a brilliant addition to the series that put Genesis on the map. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, 9, and 9 (out of 10). Released 1994. #1079.

❑ **Sorcerer's Kingdom** **Treco** **\$15/R5**

a.k.a. Sorcer Kingdom
Just your basic green-haired boy saves the kingdom story. This one falls somewhere in the middle of the pack of RPG quality. Role-Playing/Third-Person Real-Time. Released 1992. #T-24076.

❑ **Space Harrier II** **Sega** **\$12/R4**

Developed by AM2 (Sega). Loosely based on the 1985 Sega coin-op, Space Harrier. New enemies and scenery, but with the same familiar gameplay. Shooter/Third-Person Shooter. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1989.

❑ **Space Invaders '91** **Taito** **\$25/R6**

a.k.a. Space Invaders '90 (Japan)
Loosely based on the Taito coin-op Super Space Invaders, aka Majestic Twelve. Shooter/Fixed-Screen. EASTER EGGS: To select any starting level, go to title screen and hold A + C, then press Start. Before the first level appears, press B, A, C and a hidden level select screen will appear. Released 1991.

❑ **Sparkster** **Konami** **\$8/R3**

- The sequel to Rocket Knight Adventures. Also released on SNES. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1994.
- ❑ **Speedball 2: Brutal Deluxe** **Arena** **\$6/R3**
Designed by Eric Matthews, Steve Kelly, Graeme Boxall, Dan Malone. The original Speedball can be found on the Commodore Amiga platform, both were designed by Rob Trevelyan and Mike Montgomery of The Bitmap Brothers. Like Powerball, this is a kind of Rugby game but with goalies. Each player has his own stats, too. Arena was a division of Acclaim Entertainment through most of the 90's. Sports/Futuristic. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and 4 (out of 10). Released 1991.
- ❑ **Spider-Man** **Acclaim** **\$5/R2**
Developed by Western Technologies. Based on the animated TV series. Not nearly as much as the first Spidey game, loaded with death traps and frustrating jumps. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and 4 (out of 10). Released 1995.
- ❑ **Spider-Man** **Sega** **\$5/R2**
a.k.a. Spider-Man vs. the Kingpin
Based on the venerable Marvel Comics web head. Solid title with lots of familiar comic book baddies to fight. An enhanced sequel was released for Sega CD. Action/Platform/Scrolling Screen. Released 1991.
- ❑ **Spider-Man/Venom: Maximum Carnage** **Acclaim** **\$5/R3**
Designed by Andy Miah, Craig Mitchell, Paul Marshall, Mike Webb. Developed by Software Creations. Original game designed by Paul Murray. Colorful Spidey-meets-Streets of Rage game, followed up with Separation Anxiety, a very similar game. This one really needed a two-player option. Also released on SNES. Fighting/Side-Scrolling. Released 1994.
- ❑ **Spider-Man/Venom: Separation Anxiety** **Acclaim** **\$10/R4**
Developed by Software Creations. Quite similar to the previous year's Maximum Carnage but finally with a two-player option, making it much more competitive in this genre. The last Spidey game for the Genesis. Also released on SNES. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5.5, 5, and 3 (out of 10). Released 1995.
- ❑ **Spider-Man/X-Men: Arcade's Revenge** **Flying Edge** **\$10/R4 -**
Designed by Peter Andrew, Peter Harrison. Developed by Software Creations. By far the worst of the Spider-man games, with the tiniest Spidey of all, no two-player option, and lots of truly frustrating areas. Also released on SNES. Flying Edge was a division of Acclaim. Released 1993.
- ❑ **Spiritual Warfare** **Wisdom Tree** **\$30/R3**
Unlicensed. Many of Color Dreams' games were bent and twisted to create the Wisdom Tree games. According to designer Kozik, this game was built from the Crystal Mines code. This title as of June 2004 was still available through Wisdom Tree at <http://www.wisdomtreegames.com/>. Also released on NES. SANTULLI SLANT: Now see here. I was raised in a Catholic household, went to a Catholic school for 9 years, and even received the class "Religion Award" upon graduating the 8th grade. It's a competent Zelda clone, alright, and yet I must tell you that religion and video games do not mix. Beating up demons with bananas and actually using the equivalent of a holy hand grenade just doesn't sit well with me. And let's not even start with the Bible "trivia", which seems to prove that I have turned totally evil and immoral since winning that award. Well OK, maybe I have. Fair enough, then. [Gr: 4, So: 4, Ga: 7, Ov: 6] Released 1994.
- ❑ **Spatterhouse 2** **Namco** **\$20/R5**
Loosely based on the 1988 Namco coin-op, Spatterhouse. The original appeared on the TurboGrafx-16 and the somewhat obscure FM Marty Towns. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1992.
- ❑ **Spatterhouse 3** **Namco** **\$18/R4**
Loosely based on the 1988 Namco coin-op, Spatterhouse. There are four different endings here, dependent on whether Jennifer and David each or die. A departure from the previous incarnations of the game, this one plays more like Double Dragon and allows you to select your path. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 8 (out of 10). Released 1993.
- ❑ **Sports Talk Baseball** **Sega** **\$1/R1**
Uses the Japanese engine for Super League '91, subtracts the superb Japanese stadium music and adds in voice. A gimmick at the time so it certainly won't impress anyone today. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1992.
- ❑ **Sports Talk Football '93 starring Joe Montana** **Sega** **\$1/R1**
Still with us? This one improves the voice from last year's game but little else. The sequel to this game is "NFL '94"... Sports/Football. Released 1993.
- ❑ **Spot Goes to Hollywood** **Virgin** **\$5/R3**
Developed by Eurocom. Music by Tommy Tallarico. This is a sequel to Cool Spot. Spot was the mascot for 7-Up back in the early 90's. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7.5, 7, and 5.5 (out of 10). Released 1995. #T-81616.
- ❑ **Star Control** **Ballistic** **\$20/R4 +**
Sub-titled "Famous Battles of the Ur-Quan Conflict, Volume IV". Originally developed by Accolade for the PC and Amiga. A good game to have complete, besides the instruction manual there is also a manual entitled "Alien & Starship Specifications" that is not only informative but also quite entertaining. Simulation/Space Combat. Released 1991.
- ❑ **Star Trek Deep Space Nine: Crossroads of Time** **Playmates** **\$6/R3**
Designed by Maurice Molyneux, Andras Csaszar, Gul Gergely Csaszar, Kadocsa Tassonyi. Developed by Novotrade. Based on the TV series. Lots of platforming but there are puzzles and battles to be waged as well. Also released on SNES. Action/2D Adventure. EASTER EGGS: To access a hidden cheat mode, enter "DAVID" as a password. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6.5, and 6.5 (out of 10). Flux magazine gave this game a C. Released 1995.
- ❑ **Star Trek: The Next Generation** **Sega** **\$8/R4**
a.k.a. Echoes from the Past
Developed by Spectrum Holobyte. Based on the TV series. Ah, the 90's, when Star Trek: The Next Generation ruled syndicated prime-time. You've got complete control of the Enterprise here, and beyond the battles and away-team puzzles is an actual plot. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1994. #1313.
- ❑ **Starflight** **Electronic Arts** **\$20/R5 +**
Originally developed by Binary Systems for IBM and Tandy computers in 1986. Originally packaged with a map; that's part of the dollar value for "complete" listed here. Followed by a sequel which appeared on computers in 1989. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 1991. #7014.

- ❑ Stargate** **Acclaim** **\$8/R4**
Developed by Probe. Based on the 1994 sci-fi/action movie. You ARE Kurt Russell and you'll even see James Spader in the game. Also released on SNES. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4, 3.5, and 3.5 (out of 10). Released 1994.
- ❑ Steel Empire** **Flying Edge** **\$8/R4**
a.k.a. Battle Wings (Japan), Empire of Steel (Europe)
Developed by Hot-B. SHMUP featuring a decidedly retro look, craft-wise. When was the last time you flew a Zeppelin into combat? Flying Edge was a division of Acclaim. Shooter/Horizontal Scrolling. EASTER EGGS: It is ridiculously easy to skip the current level, in fact it can happen by accident, because merely pressing C on controller 2 during gameplay makes this happen. Released 1992.
- ❑ Steel Talons** **Tengen** **\$5/R3**
Based on the 1991 Atari coin-op. Polygonal helicopter sim, player 2 can even be the gunner. Also released on SNES. Simulation/Air Vehicle Combat. Released 1992.
- ❑ Stormlord** **Razor Soft** **\$10/R4**
Developed by Punk Development. You will sometimes see this game listed as "for mature audiences" by sellers. They're probably referring to the import. Mega Drive version of the game, where the fairies are in fact quite naked. The good parts got covered up in the US release. Released 1990.
- ❑ Street Fighter II Special Champion Edition** **Capcom** **\$4/R2**
Based on the 1992 Capcom coin-op. Thought the Super NES version of this game is simply amazing, you'll be surprised at just how well Capcom pulled the game off on the Genesis. All 12 fighters, moves, and locations are here. The action is always fast-paced and the controls are spot on. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1993. #T-12016.
- ❑ Street Smart** **Treco** **\$12/R4 -**
Based on the 1989 SNK coin-op. It's a decent looking game but by God what's wrong with the controls and collision detection - the very essence of a decent fighting game? The best part of the game is the box art and text. See for yourself. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and 5 (out of 10). Released 1991.
- ❑ Streets of Rage** **Sega** **\$5/R2 +**
a.k.a. Bare Knuckle (Japan)
A brilliant Double Dragon-style game that goes above and beyond, spawning two sequels. Terrific graphics, challenging gameplay and a memorable music score by Yuzo Koshiro. Fighting/Side-Scrolling. EASTER EGGS: Behold, cheat mode: From the main menu, highlight "Options" and while holding Right + A + B + C on controller two, press Start on controller one. Now you can select any level and start with 7 lives. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). Released 1991.
- ❑ Streets of Rage 2** **Sega** **\$8/R3 +**
a.k.a. Bare Knuckle 2 (Japan)
Designed by Ayano Koshiro. Music by Yuzo Koshiro. Most fans of the series site this as the best, with larger characters and more moves. At one time this was a pack-in game with the 2nd model Genesis console. Fighting/Side-Scrolling. EASTER EGGS: The cheat mode tradition continues in this sequel. Again, From the main menu, highlight "Options" and while holding Right + A + B + C on controller two, press any button (except the directional pad) on controller one. Keep them held down until you see the new options for level select, difficulty and number of lives appear. Released 1992.
- ❑ Streets of Rage 3** **Sega** **\$18/R4 +**
a.k.a. Bare Knuckle 3 (Japan)
Designed by Momonga Momo. Developed by AM7 (Sega). Music by Yuzo Koshiro. Fighting/Side-Scrolling. EASTER EGGS: a) If you open the ROM binary you will find some strange text: "Axel Stone is strong. I am a boy. I love you. Fuck you. Go home. Let's fight. It is a pen. I miss you. Why don't you know. She is my son. Moon Friends Cotton love Last chance". To the best of our knowledge, none of this actually appears in the game. b) Yeah, we like skipping levels too. To do it in this game, get to the menu screen, hold B and Up, then move to "options". With these buttons still held, press START. You will hear a tone confirming the code and a new "stage select" option will appear on-screen. c) To play as the kangaroo "Roo", from the title screen hold Up + B, then press Start. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). SANTULLI SLANT: The third installment in the series introduces the playable character Dr. Zan. Now most of you know how I feel about robots, especially seemingly benevolent ones. So when I play this game, I force another player to play Dr. Zan and then I ruthlessly and mercilessly pound on them until all of their lives are lost, then continue on with the game. The game itself is a nice step from the classic SoR2, with a head-to-head mode (excellent for smashing Dr. Zan's metal skull in), new moves (a wonderful game for the 6-button controller), branching paths and four different endings. Yummy. [Gr: 8, So: 7, Ga: 9, Ov: 8] Released 1994.
- ❑ Strider** **Sega** **\$15/R4**
a.k.a. Hiryu (Japan)
Based on the 1989 Capcom coin-op. This game was quite the stud in its day, boasting "8 mega" (most gamers never really figured out what that meant) and originally retailing for \$69.99! Superb when compared to the arcade game. Followed by a sequel. Also released for NES and Sega Master System. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and 9 (out of 10). Released 1990.
- ❑ Strider Returns: Journey from Darkness** **US Gold** **\$8/R4**
a.k.a. Journey into Darkness, Return of Hiryu
Developed by Tiertex Ltd. With all of the hoopla the original Strider received, this sequel was surprisingly uneventful. Though it features many of the same elements there really is something missing. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1990. #T-79036.
- ❑ Sub-Terrania** **Sega** **\$2/R1**
Developed by Zyrrinx. Imagine Lunar Lander but with deadly cave walls around you most of the time. The graphics and animation are top notch but the game seems unnecessarily difficult. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1990. #1551.
- ❑ Summer Challenge** **Accolade** **\$5/R2**
Designed by Mike Renna. Jeff Sember. Developed by MindSpan. Features kayaking, pole vault, hurdles, cycling, javelin, high jump, equestrian and archery. Supports 10 players (taking turns). Sports/Track & Field. Released 1993.
- ❑ Sunset Riders** **Konami** **\$10/R4**
Designed by K. Toyohara. Based on the 1991 Konami coin-op. Highly underrated arcade game becomes highly underrated console port. One or two cowboys shoot it out against wild west baddies. Also released on SNES. Released 1992.
- ❑ Super Baseball 2020** **Electronic Arts** **\$5/R2**
Based on the 1991 SNK coin-op. It's 2020 and baseball is played out by robots, with several enhancements made to the rules. Eep. Also released on SNES. Sports/Futuristic. PERIODICALS: Electronic

Gaming Monthly gave this game a 8, 6, 6, and 5 (out of 10).
Released 1993. #7158.

- Super Battleship** **Mindscape** **\$5/R2**
Developed by Synergistic Software. You can play classic Battleship or the more complicated Super Battleship. Also released on SNES. Traditional/Board Game. Released 1993.

- Super Battletank: War in the Gulf** **Absolute** **\$4/R2**
Designed by Garry Kitchen, Mark Morris. Lots of desert scenery and not enough enemy tanks. Also released on SNES. Shooter/First-Person Vehicle Shooter. Released 1992.

- Super Hang-On** **Sega** **\$6/R3 +**
Based on the 1987 Sega coin-op. Excellent motorcycle racing game, it was a first gen title for this system and holds up well to this day. Racing/Motocross/Cycle. LANDMARK: This was a launch title in the U.S. EASTER EGGS: To access a hidden options screen, go to the title screen and hold A + B, then and press C. Released 1989. #1103.

- Super High Impact** **Arena** **\$5/R3**
Developed by Iguana. Based on the 1991 Midway coin-op. A predecessor to Midway's NFL Blitz, arcade-oriented football action. Also released on SNES. Arena was a division of Acclaim Entertainment through most of the 90's. Sports/Football. Released 1992. #T-81146.

- Super Hydride** **Seismic** **\$6/R4 -**
Developed by T&E Soft. You pretty much know what to expect when a golf game designer designs an RPG, don't you? Well here you go. Originally shown as a Sega product called "Holo Fighter". Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 4, and 4 (out of 10). Released 1990.

- Super Monaco GP** **Sega** **\$7/R3**
Based on the 1989 Sega coin-op. Also packaged in a "mega hits" cardboard box. Also released on Sega Master System. Followed by a sub-standard sequel. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, 9, and 9 (out of 10). Released 1990. #1107.

- Super Off-Road** **Ballistic** **\$6/R3**
Developed by Tradewest. Based on the 1989 Leland coin-op. An extension of the Atari Sprint series, the game shows the entire track onscreen at once, with up to four players' tiny vehicles jockeying for position. It's a throwback, even for 1992, but we like it. Also released on SNES. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10). Released 1992.

- Super Smash TV** **Flying Edge** **\$5/R3**
Developed by Probe. Based on the 1990 Williams "Smash TV" coin-op. It's not a bad port of the arcade game, but the Genesis' three-button control scheme proves to be a hindrance here. You can work with it, but it's just not the same. Also released on SNES. Flying Edge was a division of Acclaim. Shooter/360 Degrees. Released 1992.

- Super Street Fighter II: The New Challengers** **Capcom** **\$4/R2**
Based on the 1993 Capcom coin-op. Superb port, once again using the Genesis' strongest feature: it's speed, and doing the best it can with its weakness: it's color palette. Fighting/Tournament Style. LANDMARK: At "40 megabits", this was the largest Genesis cartridge ever, and if you're into emulation, the file size confirms that. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1994. #T-12056.

- Super Thunder Blade** **Sega** **\$4/R2**

Loosely based on the 1987 Sega coin-op. Guide your 'copter through enemy forces and obstacles. Shooter/Third-Person Shooter. LANDMARK: This was a launch title in the U.S. EASTER EGGS: There are safe spots in the game, try playing on difficulty "hard" and just hang in the upper left or right corner. You can't be hit there until level 4! PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 5, and 5 (out of 10). Released 1988.

- Super Volleyball** **Video System** **\$5/R3**
Based on the 1989 V System coin-op. Awkward side-view of the action takes some getting used to... you might even like it. Also released for TG-16. Sports/Volleyball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and 3 (out of 10). Released 1991.

- Superman** **SunSoft** **\$8/R4**
This is just no place for Superman, running and jumping and avoiding enemy punches. He just seems so... weak. Action/Platform/Scrolling Screen. Released 1992.

- Sword of Sodan** **Electronic Arts** **\$7/R3 -**
Developed by Innerprise Software. The bane of many a Genesis fan, there are some simple pleasures in the game, like hacking off an opponent's head, but there are far too many clumsy jumps and the engine is just way too slow for 16-bit gaming. Action/Platform/Hack & Slash. Released 1990. #7026.

- Sword of Vermilion** **Sega** **\$20/R4 +**
Developed by AM2 (Sega). Short but sweet first generation RPG. Originally packaged with a hint book - it's not "complete" without that! Role-Playing/Third-Person Real-Time. Released 1990.

- Syd of Valis** **Renovation** **\$18/R5**
a.k.a. SD Valis
Technically this was translated incorrectly for the US market. The original game SD Valis meant something: SD for "super-deformed", a common eastern art style where tiny characters have huge heads (similar to editor Santulli). EASTER EGGS: To catch Yuko in a bikini AND become invincible (dubbed "the testosterone cheat" at DP HQ), go to the title screen and press Up, Down, Left - Right, A, B, Up, Down, Start.

- Sylvester and Tweety in Cagey Capers** **TecMagik** **\$8/R4**
You may be surprised to find that Tweety Bird finally does get caught - by YOU, as Sylvester. It's not easy but it's DIFFERENT, and though it at first looks like every other platformer you'll quickly discover that this cat is an original. Action/Platform/Scrolling Screen. EASTER EGGS: You can gain temporary invincibility by pausing a game in play and pressing B, B, Up, A, Left, Right, Down, Right, B, B, C. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 5 (out of 10). Released 1994.

- Syndicate** **Electronic Arts** **\$10/R4**
Developed by Bullfrog. Tactical, mission-based game where you command a team to complete the objectives. The grandfather of the Rainbow Six games. Also released on CD32, Jaguar, SNES and 3DO. Simulation/Real-Time Strategy. EASTER EGGS: To begin a game with a super team that can go to any area right from the start, enter "HACKERSQVAD" as your password. Press B to go pretty much anywhere in the world. Released 1993.

- T2: Terminator 2 Judgment Day** **Flying Edge** **\$4/R2 -**
Developed by Bits. This game really misses the mark. It's way too cartoony and your Terminator is way too weak. Also released on NES and SNES. Flying Edge was a division of Acclaim. Action/Platform/Scrolling Screen. Released 1993.

- T2: The Arcade Game** **Arena** **\$4/R2**
Designed by Billy Pidgeon, Michael Arkin, Carol Albert, Tom

- Rademacher. Developed by Probe. Based on the 1991 Bally Midway coin-op. This game was packaged with the Menacer (Sega's shoulder-mounted light gun) at one time. Also released on SNES. Arena was a division of Acclaim Entertainment through most of the 90's. Shooter/Target Shooting "Gun Games". Light Gun compatible. Released 1992. #T-81156.
- ❑ **TaleSpin** **Sega** **\$8/R4**
Based on the Disney animated TV series that debuted in 1990. Also released for TG-16. Released 1992.
- ❑ **Target Earth** **DreamWorks** **\$8/R4**
a.k.a. Assault Suits Leynos (Japan)
Developed by NCS. Action/Platform/Shooter. EASTER EGGS: Temporary invincibility will certainly help you through this tough game. Grab controller 2 and from the title screen, hold Start until the weapon selection is displayed. If you pause the game, things go back to normal. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1990.
- ❑ **Task Force Harrier EX** **Treco** **\$5/R3**
Simulation/Air Vehicle Combat. EASTER EGGS: Let's make it so nothing can destroy you. With the Genesis off, hold A and turn it on. Let go of the button, and when the title screen appears press Up, Down, Left, Right, A, B, C, B. The option screen has a few new lines, and "Muteki" is the invincibility option. Released 1991.
- ❑ **Taz in Escape from Mars** **Sega** **\$5/R3**
Developed by Head Games Inc.. Also packaged in a "mega hits" cardboard box. EASTER EGGS: Taz can cheat. At the Sega logo, hold A + B on controller one and B + C on controller two. Start the game after you hear the confirmation sound. Now, anytime you pause the game you can press A to bring up the cheat menu. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1994.
- ❑ **Taz-Mania** **Sega** **\$4/R2**
Designed by Burt Sloane, Jonathan Miller, Dave Foley. Developed by Recreational Brainware. Based on the Warner Brothers cartoon character. Followed by a sequel on the Genesis. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7 (out of 10). Released 1992.
- ❑ **Team USA Basketball** **Electronic Arts** **\$2/R3**
Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 5 (out of 10). Released 1992. #7148.
- ❑ **Techno Clash** **Electronic Arts** **\$5/R2**
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1993.
- ❑ **Technocop** **Razor Soft** **\$8/R3**
Action/Platform/Shooter. Released 1990. #56016.
- ❑ **Tecmo Super Baseball** **Tecmo** **\$2/R2**
Also released on SNES. Sports/Baseball. Released 1994.
- ❑ **Tecmo Super Bowl** **Tecmo** **\$2/R2**
Also released on NES and SNES. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1993.
- ❑ **Tecmo Super Bowl II: Special Edition** **Tecmo** **\$20/R5**
Also released on SNES. Sports/Football. Released 1994.
- ❑ **Tecmo Super Bowl III: Final Edition** **Tecmo** **\$10/R4**
Also released on SNES. Sports/Football. Released 1995.
- ❑ **Tecmo Super Hockey** **Tecmo** **\$3/R3**
Sports/Hockey. Released 1994. #T-36036.
- ❑ **Tecmo Super NBA Basketball** **Tecmo** **\$2/R2**
Also released on SNES. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1993. #T-36026.
- ❑ **Tecmo World Cup** **Atlus** **\$5/R3**
Developed by Sims Co LTD. Sports/Soccer. Released 1990. #T-44016.
- ❑ **Teenage Mutant Ninja Turtles: The Hyperstone Heist** **Konami** **\$25/R4**
Loosely based on the TMNT arcade series that began in 1989. EASTER EGGS: Start at any level by pressing C, B, B, A, A, A, B, C at the Konami logo, then press A, B, B, C, C, C, B, A at the title screen. Start the game and the selection options will appear. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1992.
- ❑ **Teenage Mutant Ninja Turtles: Tournament Fighters** **Konami** **\$6/R3**
Also released on NES and SNES. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and 5 (out of 10). Released 1993. #T-95066.
- ❑ **Terminator, The** **Virgin** **\$5/R3**
The original Terminator movie came out in 1984, long before the Genesis' launch. The Terminator 2 game was released when the movie - and the arcade game - was hot. This Terminator game, and the one for Sega CD were later (but intelligent) afterthoughts. Also released on NES and SNES, and an enhanced version on Sega CD. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1994.
- ❑ **Test Drive II: The Duel** **Accolade** **\$8/R4**
Developed by Pitbull Syndicate. Also comes in "greatest hits" packaging, recognizable by its two-tone box with black top border and "Video Game Classics" on the front. Also released on SNES. Racing/Street Racing. EASTER EGGS: To access a hidden options screen, hold A + B + C during a game. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and 3 (out of 10). Released 1992.
- ❑ **Theme Park** **Electronic Arts** **\$15/R5**
Developed by Bullfrog. Also released on CD32, Jaguar and 3DO. Simulation/Resource Management. EASTER EGGS: Our favorite eggs are the ones that allow us to unlock everything. Here's one for you: enter your name as "ZARKON" and your password as "8AAACAA9999". The world is your oyster. Released 1995.
- ❑ **Thomas the Tank Engine & Friends** **T*HQ** **\$15/R4**
Developed by Britt Alcott LTD. Based on the children's television series. Also released on SNES. Educational/General. Released 1993.
- ❑ **Thunder Force II** **Sega** **\$10/R3**
Designed by Izumi Fukuda, Akashi Iwanaga, Haruhiko Ohtsuka. Developed by Techno Soft. Categorized as a horizontally scrolling shooter, the game also includes some nifty 360-degree top-down action as well. Shooter/Horizontal Scrolling. EASTER EGGS: Ah! A hidden options mode, eh? Not for long. At the title screen hold A + B + C and press Start. No hiding from you. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1989.
- ❑ **Thunder Force III** **Hot-B** **\$10/R4 +**
Designed by Izumi Fukuda. Developed by Techno Soft. Shooter/Horizontal Scrolling. EASTER EGGS: Just as in Thunder Force II, a hidden options screen can be accessed: at the title

screen hold A + B + C and press Start. No hiding from you.
 PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and 7 (out of 10). Released 1990. #T-18036.

- ☐ **Thunderfox** **Taito** **\$10/R4**
 Fighting/Side-Scrolling. EASTER EGGS: Let us cheat, Fox. From the "Configuration" screen, highlight "Music Select" and press A (x13) then highlight "Sound Select" and press A (x24). New cheat options will appear. Released 1991.
- ☐ **Tick, The** **Fox Interactive** **\$5/R3**
 Developed by Software Creations. Based on the comic and animated TV series. Also released on SNES. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and 4 (out of 10). Released 1994.
- ☐ **Time Killers** **T*HQ** **\$25/R5 -**
 Developed by Black Pearl. Based on the 1992 Strata coin-op. Notoriously bad and famous for many reasons, but unfortunately, good gameplay is not one of them. The arcade game is a bad rip-off of the Mortal Kombat series, but this home version manages to take a bad idea to all new lows. Abysmal. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 3, 3, and 3 (out of 10).
- ☐ **Tin Head** **Spectrum Holo** **\$8/R4**
 PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 1993. #T-124036.
- ☐ **Tiny Toon Adventures: ACME All-Stars** **Konami** **\$5/R3**
 Based on the Warner Brothers animated TV series produced by Steven Spielberg. EASTER EGGS: While not readily obvious, you can play the mini-games "Obstacle Course", "Bowling" and "Montana Hitting" just by pressing Left or Right from the title screen. Released 1993. #T-95146.
- ☐ **Tiny Toon Adventures: Buster's Hidden Treasure** **Konami** **\$5/R3**
 Based on the Warner Brothers animated TV series produced by Steven Spielberg. Action/Platform/Scrolling Screen. Released 1993.
- ☐ **TNN Bass Tournament of Champions** **Amer Softworks** **\$4/R2**
 Developed by ASCII. Also released on SNES. Sports/Fishing. Released 1993.
- ☐ **TNN Outdoors Bass Tournament '96** **ASCII** **\$4/R2**
 Sports/Fishing. Released 1996.
- ☐ **Todd's Adventures in Slime World** **Renovation** **\$5/R3**
 This game also appeared on the Atari Lynx handheld system. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 4 (out of 10). Released 1992.
- ☐ **ToeJam & Earl** **Sega** **\$25/R4 +**
 Designed by Greg Johnson, Mark Voorsanger, Robert Leyland. Music composition by John Baker. Not as scarce as you might be led to believe, but very high in demand. Followed by the sequel "Panic on Funkotron". Action/2D Adventure. EASTER EGGS: There is a hidden "level zero" in the game, it's pretty easy to find if you know how. Go to the spot in the bottom left of the map on level 1 and cross over the water to the island using the rocket skates, Icarus wings or inner tube, then drop through the hole in the center of the island. This hidden area also has a bunch of goodies and lots of hula girls, always a good thing. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). SANTULLI SLANT: Here's another one of those games that you either "get" or you don't. People who don't call it slow and find themselves bored in a hurry. People who do can play the game incessantly, truly

appreciate the random elements and non-linear gameplay, the creative character designs, and the funky sound effects and music. This game is essentially the epitome of what game collectors are all about. Hunt around for goodies with your friends, encounter people and things attempting to thwart your hunt, and collect, collect, collect. Brilliant. [Gr: 8, So: 10, Ga: 9, Ov: 9] Released 06/01/91.

- ☐ **ToeJam & Earl in Panic on Funkotron** **Sega** **\$8/R3**
 Designed by Greg Johnson, Mark Voorsanger. Less popular sequel to the first TJ&E game. Though the characters made a brief appearance in the Menacer 6-Pak game, it wasn't until 2002 that the true sequel appeared on the Xbox. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1993.
- ☐ **Toki: Going Ape Spit a.k.a. JuJu (Japan)** **Sega** **\$15/R5**
 Developed by TAD Corporation. EASTER EGGS: Behold, the invincible ape! From the title screen press Up, A, Right, B, Down, C, Left, Start. Released 1991.
- ☐ **Tom & Jerry: Frantic Antics** **Hi-Tech Express** **\$10/R4**
 Developed by Beam Software. Based on the animated MGM characters. EASTER EGGS: While not readily apparent, there IS an option screen here. Just press C at the title screen to see it. Released 1993.
- ☐ **Tommy Lasorda Baseball a.k.a. Super League (Japan)** **Sega** **\$1/R1**
 Also packaged in a "mega hits" cardboard box. Sports/Baseball. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1989. #1200.
- ☐ **Tony LaRussa Baseball** **Electronic Arts** **\$1/R1**
 Sports/Baseball. Released 1993. #7137.
- ☐ **Tony LaRussa Baseball '95** **Electronic Arts** **\$2/R1**
 Sports/Baseball. Released 1994. #7299.
- ☐ **Top Gear 2** **Vic Tokai** **\$10/R4**
 Also released on CD32 and SNES. Released 1994.
- ☐ **Toughman Contest** **Electronic Arts** **\$4/R2**
 Sports/Boxing. EASTER EGGS: Lots of crazy codes, all entered as passwords. "RUBE" gets you into the director's cut mode, "2LT" turns off the round timer, "MAXX" makes you unbeatable, and "WEASEL" shrinks all of your opponents. PERIODICALS: Electronic Gaming Monthly gave this game a 8 and 8 (out of 10). Released 1995. #7411.
- ☐ **Toxic Crusaders** **Playmates** **\$10/R4**
 Released 1992.
- ☐ **Toy Story (Disney's)** **Disney** **\$5/R3**
 Designed by Jon Burton, David Dootson, Paul Hunter, Chris Stanforth. Developed by Traveller's Tales. Based on the 1995 Disney/Pixar movie. Also released on SNES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6.5, 6.5, and 6.5 (out of 10). Released 1995. #T-239046.
- ☐ **Toys** **Absolute** **\$10/R4**
 Based on the 1992 movie starring Robin Williams and LL Cool J. Also released on SNES. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and 4 (out of 10). Released 1993.
- ☐ **Trampoline Terror** **DreamWorks** **\$15/R5**
 EASTER EGGS: Those trampolines didn't see you coming. Cheat

your way through the game by Highlighting "Start", holding A + B + C + Up, and THEN pressing Start. New menu! Released 1990. #34026.

- Traysia** **Renovation** **\$20/R5**
a.k.a. **Minato no Treasure**
Released 1992.
- Triple Play '96** **Electronic Arts** **\$1/R1**
Followed by Triple Play Gold Edition. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 9 and 8.5 (out of 10). Flux magazine gave this game an A-. Released 1995. #7386.
- Triple Play Gold Edition** **Electronic Arts** **\$2/R2**
The final in this series on the Genesis. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 and 6.5 (out of 10). Released 1996.
- Triple Score** **Sega** **\$4/R2**
a.k.a. **Mega Games 1 (Japan)**
Sega compilation that includes three early Sega Genesis titles: Super Hang-On, World Championship Soccer, and Columns. Miscellaneous/Compilation. Released 1990.
- Trouble Shooter** **Vic Tokai** **\$8/R4**
a.k.a. **Battle Mania (Japan)**
In the Mega-Drive version of the game, Madison and Crystal (the heroines of this shooter) are replaced by Mania and Maria. Otherwise the game is about the same. Mega-Drive owners were also treated to a sequel. Shooter/Horizontal Scrolling. EASTER EGGS: To play any level, grab controller 2 and from the title screen, hold Right + C + Start. A level select indicator appears, press Right + C + Start again to select and Start to play. Released 1991. #T-23016.
- Troy Aikman NFL Football** **Tradewest** **\$1/R1**
Also released on Jaguar and SNES. Sports/Football. Released 1994. #T-97096.
- True Lies** **Acclaim** **\$6/R4**
Based on the 1994 movie starring Arnold Schwarzenegger (and where Bill Paxton turns up yet again). Also released on SNES. EASTER EGGS: EZ level select: password "MNCHT". Released 1994. #T-81386.
- Truxton** **Sega** **\$8/R3 +**
a.k.a. **Tatsujin (Japan)**
Based on the 1988 Toaplan coin-op. Fans of Fire Shark should dig this one, they're very similar games. Several power-up types (recognizable by color) and levels as you battle through with your space ship. Shooter/Vertical Scrolling. EASTER EGGS: There are a lot of button presses to make it happen, but you can start from any level in the game by doing this. Ready? Go to the title screen and press Up, Down (x4), Right (x8). Left (x16) at the title screen. An explosion confirms you got 'em all, then just press Start to select any level. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1989. #1012.
- Turrican** **Ballistic** **\$8/R4**
Also released for TG-16. EASTER EGGS: For loads of hidden options, go to the options screen and highlight "Exit", hold Down and press A, B, B, A, B, A, A, B, A, B, A, B, A, A. A new screen will appear making the game a breeze. Released 1991.
- Twin Cobra** **Treco** **\$4/R2**
a.k.a. **Kyuukyoku Tiger (Japan)**
Based on the 1987 Toaplan coin-op. Also released on NES. Shooter/Vertical Scrolling. EASTER EGGS: a) To play any level, wait for the 'copter to land in the title screen intro, then press Up, Down, Right, Left, Start. b) To max out your weapons, pause your

game and press Up, Down, Right, Left, A + Start. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1991.

- Two Crude Dudes** **Data East** **\$5/R3**
Based on the 1990 Data East "Two Crude" coin-op. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1991.
- Tyrants: Fight Through Time** **Virgin** **\$10/R4**
a.k.a. **Megalomania (Japan)**
EASTER EGGS: To play a rather watered down version of the arcade classic Sinistar, enter "JOOLS" as a password. Press B to shoot and C to fire Sinibombs. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and 4 (out of 10). Released 1992.
- Ultimate Mortal Kombat 3** **Midway** **\$8/R3**
Developed by Avalanche. Based on the 1995 Midway coin-op. Not the same as Mortal Kombat 3, but mighty similar. Released by Midway/Williams and of course, it's "ultimate". Also released on SNES. Fighting/Tournament Style. EASTER EGGS: Like most of the MK series, there a billion different codes in this game. We have to share the one that eventually gets you to the Galaxian mini-game, however. Go to the title screen with "Start/Options" and press A, C, Up, B, Up, B, A, Down. This unlocks the Killer Kodes menu, from which the game can be selected. Released 1995.
- Ultimate Qix** **Taito** **\$30/R5**
a.k.a. **Volfiev (Japan)**
Loosely based on the 1987 Taito arcade game, "Super Qix." Shooter/360 Degrees. Released 1991. #T-11046.
- Uncharted Waters** **Koei** **\$15/R5**
a.k.a. **Daikoukai Jidai (Japan), The Sea Prince**
Also released on NES and SNES. Released 1993.
- Uncharted Waters: New Horizons** **Koei** **\$35/R5**
a.k.a. **Daikoukai Jidai II (Japan)**
Also released on SNES. Released 1994.
- Universal Soldier** **Accolade** **\$4/R2 -**
Developed by Code Monkeys. Based on the 1992 movie. EASTER EGGS: Here's a few passwords to help you through this one. For invincibility enter "PWRZS" and to show hidden boxes enter "SHBXZ". Released 1992.
- Unnecessary Roughness '95** **Accolade** **\$2/R2**
Sports/Football. Released 1994.
- Urban Strike: The Sequel to Jungle Strike** **Electronic Arts** **\$6/R3**
The third and final in the "Strike" series on the Genesis. The series would continue on other platforms with Soviet Strike. Also released on SNES. Shooter/360 Degrees. Released 1994. #7350.
- Valis III** **Renovation** **\$6/R2**
Designed by Masayasu Yamamoto, Yoshiki UAI Yamauchi. Developed by Telenet Japan. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1991.
- Valis: The Phantasm Soldier** **Renovation** **\$5/R2**
Designed by Horoko Kai, Kazuya Tsukazaki, Hiroshi Sawamura, Toshiya Sasaki. Developed by Telenet Japan. Released 1991.
- Vapor Trail** **Renovation** **\$20/R5**
Designed by Kazunori Ishiguri, Yasuhiro Matsuda, Toshiyuki Sakai, Syuji Ishimaki. Based on the 1989 Data East coin-op. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1991.

- Vectorman** **Sega** **\$2/R1 +**
Designed by Rich Karpp, Mark Lorenzen. Developed by Blue Sky Productions. At one time this was a pack-in game with the 2nd model Genesis console. Action/Platform/Scrolling Screen. EASTER EGGS: For some fun pre-game antics, position Vectorman just to the right of the Sega logo at the opening screen. Shoot directly up into the air to hit a hidden TV set. Next, jump up toward that spot and grab the Orb that was in the TV and use it to destroy the Sega logo! Alternatively, you can position Vectorman beneath the Sega logo and shoot up at it 24 times, jump up and head butt it 12 times. You'll see "Bonus Start" at the top of the screen and as the letters fall you can grab them for points, and the more you grab, the higher the level you start at. Cool stuff. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8.5, and 7.5 (out of 10). Released 1995.
- Vectorman 2** **Sega** **\$2/R2 +**
Designed by John Abad, Marty Davis, Keith R Freiheit, Jerry Huber. Developed by Blue Sky Productions. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7, and 6.5 (out of 10). Released 1996.
- Viewpoint** **Sammy** **\$6/R3**
Based on the 1992 American Sammy coin-op. Strangely enough, the sequel to this game was available on the Sega 32X as Zaxxon Motherbase 2000. Released has it that while the designers worked on the game, someone said "hey, that looks like Zaxxon!" and thus the name change. Shooter/Scrolling Isometric. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 6 (out of 10). Released 1994.
- Virtua Fighter 2** **Sega** **\$5/R2**
Developed by AM2 (Sega). Based on the 1995 Sega coin-op. Based on the hit coin-op, but beware, this game is a 2D Street Fighter perspective game. Still, not as bad as you might suspect. Fighting/Tournament Style. EASTER EGGS: Hidden options, anyone? Go to the options screen and highlight "Exit", then press Left until you see the new options appear. Perhaps you'd prefer invincibility, you dirty cheater? OK, options screen again, highlight "Lives" and hold the B button until you see "No Damage" appear. Press Start for mayhem! Released 1996. #1845.
- Virtua Racing** **Sega** **\$5/R2 +**
Developed by AM2 (Sega). Based on the 1992 Sega coin-op. This game will not work on the 32X due to the SVP chip (see "landmarks"); a nice upgrade for the Genesis cartridge but also a pricey one - the game originally retailed for \$79.99. Racing/F1/Indy/Stock Cars. LANDMARK: The only Genesis title to include an "SVP chip" (Super Virtual Play), a special processing chip used to manage polygons. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1994.
- Virtual Pinball** **Electronic Arts** **\$8/R4**
Traditional/Video Pinball. Released 1993.
- VR Troopers** **Sega** **\$5/R2**
Developed by Syrox Developments. Based on the not-so popular Power Rangers wannabe TV series. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 3, and 3 (out of 10). Released 1995.
- Wacky Worlds Creativity Studio** **Sega** **\$4/R3**
Developed by Head Games Inc., Educational/Art. Mouse compatible. Released 1994. #1713.
- Wardner** **Mentrix** **\$25/R5**
Based on the 1987 Taito coin-op. Action/Platform/Scrolling Screen. Released 1991.
- Warlock** **Acclaim** **\$5/R3**
Developed by Trimark/RealTime Associates. Based on the 1989 sci-fi/fantasy movie. Also released on SNES. EASTER EGGS: To select any level, enter the password "DINSJ". Released 1994.
- WarpSpeed** **Accolade** **\$10/R4 -**
Also released on SNES. Simulation/Space Combat. Released 1993.
- Warrior of Rome** **Micronet** **\$15/R5**
a.k.a. Ambition Of Caesar (Europe)
Developed by Micronet. Released 1991.
- Warrior of Rome II** **Micronet** **\$35/R6**
EASTER EGGS: Why conquer the world when you can play tug-of-war instead? Start a new game, highlight "Load Data" and move the cursor to the right edge of the highlighted box. Hold Start on controller 2, then press A on controller one. Released 1992.
- WarSong** **Treco** **\$35/R6 +**
a.k.a. Langrisher Hikari (Japan)
Designed by H Suzuki, M Takasugi. If you liked this one, the sequel, which is a Mega Drive title "Langrisher Hikari 2", is even better. Role-Playing/Turn-Based/Battle-Centric. EASTER EGGS: To automatically acquire every item, go to the soldier purchasing screen and Hold Up + Left + A + B. Hold until you see all of your money disappear! It's worth it, trust us. Released 1991.
- Wayne Gretzky and the NHLPA All-Stars** **Time Warner** **\$1/R1**
Also released on SNES. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5 and 7 (out of 10). Released 1995. #T-48416.
- Wayne's World** **T*HQ** **\$5/R2**
Developed by Gray Matter. Based on the 1992 movie. Also released on NES and SNES. Released 1993.
- WeaponLord** **Namco** **\$7/R3**
Developed by Visual Concepts. Also released on SNES. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 5, and 4 (out of 10). Flux magazine gave this game a B. Released 1995.
- We're Back! A Dinosaur's Tale** **Hi-Tech Express** **\$8/R4**
Developed by Funcom. Also released on SNES. Released 1994.
- Whac-a-Critter** **Realtec** **\$12/R4**
a.k.a. Mallet Legend
There's a special 9-button "mallet controller" to whack the critters with. The game itself isn't too hard to find but that controller...ack. Though Realtec games have early/mid 1990's copyright dates, we didn't see them until the very last days of the Genesis, circa 1998.
- Wheel of Fortune** **GameTek** **\$8/R4**
Also released on NES and SNES, and an enhanced version on Sega CD. Traditional/Game Show. Released 1992. #T-83016.
- Where in the World Is Carmen Sandiego?** **Electronic Arts** **\$8/R4**
Originally packaged with the 1992 New World Almanac and Book of Facts. It's a thick, heavy box. Also released on Sega Master System and SNES. Educational/General. Released 1992. #7161.
- Where in Time Is Carmen Sandiego?** **Electronic Arts** **\$5/R3**
Originally packaged with the 1992 New American Desk Encyclopedia. Also released on NES and SNES. Educational/General. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 5 (out of 10). Released 1992. #7129.
- Whip Rush** **Renovation** **\$5/R2**

Subtitled "2222AD: The Invasion of the Voltegiens".

Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 1990.

- Williams Arcade's Greatest Hits** Midway \$5/R3
Features 5 of the 6 titles that were included on the PSX and Saturn versions: Stargate, Defender, Robotron: 2084, Sinistar and Joust. Bubbles was dropped from this version. Also released on SNES. Miscellaneous/Compilation. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and 7 (out of 10). Released 1996.
- Wimbledon Championship Tennis** Sega \$5/R2
Sports/Tennis. Released 1997.
- Wings of Wor** DreamWorks \$6/R3
a.k.a. Gynoug (Japan)
Developed by NCS. Shooter/Horizontal Scrolling. EASTER EGGS: a) To set the game to an easier level, go to the options screen and highlight "Game Level", hold A + B + C, then press Start. b) To play any level, go to the options screen and highlight "Control", and hold A until the level select appears. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1991. #6105.
- Winter Challenge** Accolade \$5/R3
Sports/Multi-Sports. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and 3 (out of 10). Released 1991.
- Wiz 'n' Liz: The Frantic Wabbit Wescue** Psygnosis \$10/R5
Developed by Bizarre Creations. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1993.
- Wolfchild** JVC \$12/R5
Developed by Core Design. Also released on SNES, and an enhanced version on Sega CD. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 4 (out of 10). Released 1992.
- Wolverine: Adamantium Rage** Acclaim \$6/R3
Also released on SNES. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 3, and 3 (out of 10). Released 1994.
- Wonder Boy in Monster World** Sega \$8/R3
Designed by Takanori Kurihara. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 1989. #1026.
- World Championship Soccer** Sega \$3/R2
This game shares more than just the NAME of the Atari 2600 classic. It's got the same overhead, vertically scrolling view, too. Sports/Soccer. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 5 (out of 10). Released 1989. #1202.
- World Championship Soccer II** Sega \$4/R3
Sports/Soccer. Multiplayer adapter compatible. Released 1994. #1233.
- World Class LeaderBoard Golf** US Gold \$8/R4 +
Developed by Tiertex Ltd. Sports/Golf. Released 1992.
- World Cup USA '94** US Gold \$2/R2
Also released on SNES, and an enhanced version on Sega CD.

Sports/Soccer. Multiplayer adapter compatible. Released 1993.

- World Heroes** Sega \$6/R3
Based on the 1992 Alpha Denshi coin-op. Also released on SNES. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 4, and 4 (out of 10). Released 1994.
- World of Illusion starring Mickey Mouse and Donald a.k.a. Fushigina Majiku Bokusu** Sega \$8/R4
Developed by Illusion Soft. Sequel to "Castle of Illusion". Action/Platform/Scrolling Screen. Released 1992. #2510.
- World Series Baseball** Sega \$1/R1
Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1994. #1222.
- World Series Baseball '95** Sega \$1/R1
Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 9 and 9 (out of 10). Flux magazine gave this game an A-. Released 1995. #1239.
- World Series Baseball '96** Sega \$2/R2
Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and 7 (out of 10). Released 1996. #1242.
- World Series Baseball '98** Sega \$3/R3
Note that there is no World Series Baseball '97. Sports/Baseball. Released 1997.
- World Trophy Soccer** Virgin \$5/R3
a.k.a. European Club Soccer, J. League Champion Soccer
Developed by Game Arts. Sports/Soccer. EASTER EGGS: To unlock a hidden all-star team, go to the main menu and press A, A, B, A, C, A, B, A. After you hear the confirmation sound you'll see the new team on the team selection screen. Released 1992.
- WWF Raw** Acclaim \$4/R2
Developed by Sculptured Software. Also released on SNES. Fighting/Wrestling.
- WWF Royal Rumble** Flying Edge \$5/R3
Also released on SNES. Flying Edge was a division of Acclaim. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1993. #T-81196.
- WWF Super Wrestlemania** Flying Edge \$5/R3 -
Also released on SNES. Flying Edge was a division of Acclaim. Fighting/Wrestling. BOX DESCRIPTION: "Charge down to ringside!!! Never before have the WWF Superstars looked so real! They're bigger, mightier and tougher than ever before! Whether it's One-on-One, Tag Team, grueling 4-on-4 Survivor Series or the Ultimate Tournament Match, you're in the command of special moves that give you the power to rock the ring!!!" Released 1992.
- WWF WrestleMania: The Arcade Game** Acclaim \$5/R3
Based on the 1995 Midway coin-op. Also released on SNES. Fighting/Wrestling. Released 1995. #T-81546.
- X-Men** Sega \$3/R2
Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1993. #2482.
- X-Men 2: Clone Wars** Sega \$3/R2
Developed by Head Games Inc.. Also packaged in a "mega hits" cardboard box. Action/Platform/Shooter. EASTER EGGS: We think superheroes should be invincible. So let's do it by pausing a game in play. Press Up + B. Up, Right, Down, Up, Right, Down, Down, Up, B. After you hear the confirmation sound, resume the game. Not

done yet - pause again and press Up + B. Now go get 'em!
 PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 7 (out of 10). Released 1995. #1550.

- X-Perts** **Sega** **\$5/R3**
 PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5.5, and 4.5 (out of 10). Released 1996.
- Young Indiana Jones: Instruments of Chaos** **LucasArts** **\$5/R3**
 a.k.a. **Indiana Jones Chronicles**
 Based on the TV series *Action/Platform/Shooter*. Released 1994.

- Y's III: Wanderers From Y's** **Renovation** **\$20/R5**
 Developed by Telenet Japan. Original program developed by Falcom. The sequel, "Y's IV", is available on Sega CD in Japan (Mega CD). Also released on SNES. Role-Playing/Third-Person Real-Time. **EASTER EGGS:** This will help you through the game. At the Sega logo, hold Up on controller 2. During a game you can refill your health from the "Status" window by holding C and pressing Up then Down. Released 1991.

- Zany Golf** **Electronic Arts** **\$15/R6**
 Developed by Sandcastle. Originally designed by Will Harvey for the Amiga. Only works with the original model Genesis. Sports/Golf. Released 1990. #7011.

- Zero Tolerance** **Accolade** **\$7/R4**
 Developed by Zyrynx. A fair attempt at a first-person shooter on a system that shouldn't have been able to handle it. A little choppy at times but quite playable. A sequel, "Beyond Zero Tolerance" was planned but never released. There is reportedly also a link adapter that connects to player 2's controller port and allows two-player action. Shooter/First-Person Shooter. Released 1994.

- Zero: The Kamikaze** **SunSoft** **\$20/R7**
Squirrel
 A spin-off from the Aero the Acro-bat series, Zero was the bad guy back then. Also released on SNES. Action/Platform/Scrolling Screen. **EASTER EGGS:** Enable all kinds of things that will help your game by Pausing a game in play and pressing Right, Up, B, A, Down, Up, B, Down, Up, B. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1994.

- Zombies Ate My Neighbors** **Konami** **\$8/R4**
 Designed by Mark Haigh-Hutchinson, Dean Sharpe, Tony Hsieh. Developed by LucasArts. Original game designed by Toshiyasu Morita. Music by George "The Fatman" Sanger. Great multi-stage action game that's concept is to put one or two players (simultaneous) into a "B" sci-fi or horror movie. Lots of tongue-in-cheek humor and movie references. Also released on SNES. Shooter/360 Degrees. **EASTER EGGS:** To play a hidden LucasArts office level, enter the password "QSDZ". PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1993. #T-95086.

- Zool: Ninja of the Nth Dimension** **Electronic Arts** **\$5/R3**
 Developed by Gremlin Graphics. Originally released for the Amiga. Also released on CD32 and SNES. Action/Platform/Scrolling Screen. **EASTER EGGS:** Had enough of the level you're on? No problem. Pause the game and press C, Right, A, B, B, A, Left, Left, A, Right, Down. Continue playing, then pause again and this time press Up to warp ahead to the next stage or Right to skip to the next level. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1991.

- Zoom!** **Sega** **\$15/R5**
 Developed by Discovery Software. Plays a lot like the classic game Amidar but with a hip 3D angle for the 90's. Action/Maze Collect. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 3, 3,

and 3 (out of 10). Released 1989.

- Zoop** **Viacom** **\$4/R2**
 Developed by Hookstone. Think Cosmic Ark meets Tetris. Really. Also released on Jaguar and SNES. Puzzle/Action. Released 1995. #T-139086.
 Total # of items in this section: **706**

Non U.S. Exclusives

- Addams Family Values** **Ocean** **\$12/R6**
 Not a sequel to the earlier platformer, instead this is a simple action-RPG based on the 1993 movie. Also released for the SNES. Role-Playing/Third-Person Real-Time. Released 1995. ©1995 Paramount Pictures. #T-164046-50.
- Alien Soldier** **Sega** **\$55/R5+**
 Developed by Treasure. A spiritual big brother to Gunstar Heroes, Alien Soldier is probably best summed-up by the text from the Japanese title screen (sadly cut from the PAL version): "VISUALSHOCK! SPEEDSHOCK! SOUNDSHOCK! NOW IS TIME TO [SET] THE 68000 HEART ON FIRE!". Action/Platform/Shooter. Released 1995. #1186-50.
- Another World** **Virgin** **\$3/R3**
 a.k.a. **Out of this World (US)**
 Developed by Delphine Studios. Conversion of the PC/Amiga original. Action/2D Adventure. PERIODICALS: C&VG rated this game 95% (Jan '93). Mean Machines Sega rated this game 87% (Jan '93). Released 1992. #T-70106-50.
- Asterix and the Power of the Gods** **\$11/R5**
 Developed by Core Design. Also released on a silver cartridge in Australia. Action/Platform/Scrolling Screen. Released 1995. ©1995 Les Editions Albert Rene/Goscinny Uderzo.
- Australian Rugby League** **Electronic Arts** **\$1/R4**
 Sports/Other Sports. Released 1995. #E363SMX.
- Ball Jaks** **Sega** **\$5/R4**
 Developed by Namco. Action/Pong-Style. PERIODICALS: Mean Machines Sega rated this game 63% (July '93). Mega Drive Advanced Gaming rated this game 25% (July '93). Sega Power rated this game 40% (August '93). Released 1993.
- Bloodshot** **Domark** **\$5/R4**
 a.k.a. **Battle Frenzy (Germany)**
 Competent Wolfenstein-esque FPS with a 2-player split screen mode. The original title fell foul of Germany's strict censorship laws. Shooter/First-Person Shooter. Released 1994. #T-88126-50.
- Bodycount** **Sega** **\$10/R6**
 The last Menacer-compatible game. Also playable with the Sega Mouse. Shooter/Target Shooting "Gun Games". Released 1994.
- Brian Lara Cricket** **Codemasters** **\$1/R2**
 Only released in the UK. Sports/Other Sports. #T-120106-50.
- Brian Lara Cricket '96** **Codemasters** **\$1/R3**
 Only released in the UK. Copies sold at Woolworth's contained a 10-page "Official Champions Playing Tips Guide". Sports/Other Sports. Released 1996. #T-120146-50.
- Cannon Fodder** **Virgin** **\$12/R4**
 Developed by Sensible Software. A top-notch conversion of the excellent Amiga squad-based combat sim. As the tag-line says,

"War has never been so much fun...". Simulation/Real-Time Strategy. Released 1994. #T-70366-50.

❑ **Captain Planet and the Planeteers** Sega \$3/R3

Based on the insipid eco-friendly cartoon series from the early 90's. Action/Platform/Scrolling Screen. PERIODICALS: Mean Machines Sega rated this game 31% (July '93). Mega Drive Advanced Gaming rated this game 30% (July '93). Released 1993. ©1992 TBS Productions.

❑ **Castlevania: The New Generation** Konami \$12/R4

a.k.a. **Castlevania: Bloodlines (US)**
Action/Platform/Hack & Slash. Released 1994. #T-95076-50.

❑ **Champions World Class Soccer** Flying Edge \$3/R2

Developed by Park Place Productions. Also released as 'Champions World Class Soccer' featuring Ryan Giggs' in the UK, and as 'PSG World Class Soccer' in France. Flying Edge was a division of Acclaim. Sports/Soccer. #T-81296-50.

❑ **Chaos Engine, The** Microprose \$7/R4

a.k.a. **Soldier of Fortune (US)**
Developed by Bitmap Brothers. Shooter/360 Degrees. Released 1993. #T-104066-50.

❑ **Cheese Cat-astrophe starring Speedy Gonzales** Sega \$12/R5

Action/Platform/Scrolling Screen. Released 1995. ©1995 Warner Bros.

❑ **Classic Collection** Sega \$15/R3 +

Probably the best of the many Mega Drive compilations; this one includes Gunstar Heroes, Enchanted Beast, Flicky and Alex Kidd in the Enchanted Castle. Sweet! Miscellaneous/Compilation. Released 1996. #MK-1199-50.

❑ **Corporation** Virgin \$2/R3

a.k.a. **Cyber-Cop (US)**
Developed by Core Design. Shooter/First-Person Shooter. PERIODICALS: C&VG rated this game 87% (Dec '92). Released 1992. #T-70016-50.

❑ **Daffy Duck in Hollywood** Sega \$12/R5

Action/Platform/Scrolling Screen. Released 1995. ©1995 Warner Bros. #1094-50.

❑ **Daze Before Christmas** SunSoft \$20/R7

Developed by Funcom. This was possibly also released in Germany, but details are sketchy at the moment. Action/Platform/Scrolling Screen. Released 1994.

❑ **Dino Dini's Soccer** Virgin \$3/R5

Developed by Dini and Dini Productions. Sports/Soccer. Released 1994. #T-70116-50.

❑ **Disney Collection, The** Sega \$6/R3

2-in-1 cart that includes both Castle of Illusion and Quackshot. Miscellaneous/Compilation. Released 1996. ©1996 The Walt Disney Company. #MK1197-50.

❑ **Donald in Maui Mallard** Sega \$6/R4

Developed by Disney. Action/Platform/Scrolling Screen. Released 1995. ©1995 The Walt Disney Company. #1192-50.

❑ **Double Clutch** Sega \$7/R4

Developed by ASCII. Also re-issued in a double-pack with Joe Montana '93 (Australia only). Racing/Miscellaneous Racing. PERIODICALS: Mean Machines Sega rated this game 67% (July '93). Sega Pro rated this game 78% (August '93). Released 1993.

❑ **Double Hits: Micro Machines Codemasters \$10/R5 + / Psycho Pinball**

Miscellaneous/Compilation. Released 1996. #T-120176-50.

❑ **Dragon Ball Z: L'Appel du Destin** Bandai \$20/R5

Only released in France. Fighting/Tournament Style. Released 1994. #T-133016-50.

❑ **Duke Nukem 3D** Sega/TecToy \$40/R7

Developed by 3D Realms. As long as you're not expecting a perfect conversion of the PC game, this TecToy exclusive is a very good attempt at a Mega Drive FPS, easily outclassing others such as Bloodshot or Zero Tolerance. Shooter/First-Person Shooter. Released 1998.

❑ **EA Hockey** Electronic Arts \$1/R2

a.k.a. **NHL Hockey (US)**

Developed by Park Place Productions. Sports/Hockey. Released 1991. #E187SMX.

❑ **EA Sports Double Header** Electronic Arts \$1/R1

Developed by Park Place Productions. Includes EA Hockey & John Madden Football. Miscellaneous/Compilation. Released 1993. #E243SMX.

❑ **Empire of Steel** Flying Edge \$3/R3

a.k.a. **Steel Empire (US)**

Flying Edge was a division of Acclaim. Action/2D Adventure. #T-81046-50.

❑ **European Club Soccer** Virgin \$1/R1

a.k.a. **World Trophy Soccer (US)**

Developed by Krisalis. Sports/Soccer. Released 1992. #T-70046-50.

❑ **F1 World Championship Edition** Domark \$7/R5

Racing/F1/Indy/Stock Cars. #T-88146-50.

❑ **Fantastic Dizzy / Cosmic Spacehead** Codemasters \$9/R5

Miscellaneous/Compilation. #T-120044.

❑ **Ferias Frustrada do Pica-Pau** Sega/TecToy \$20/R6

TecToy-developed Brazilian exclusive. The title translates as 'Woody Woodpecker's Frustrated Holidays'. Action/Platform/Scrolling Screen. Released 1996.

❑ **Fever Pitch Soccer** US Gold \$2/R3

a.k.a. **Head-On Soccer (US)**

Released as 'Mario Basler präsentiert: Fever Pitch Soccer' in Germany (T-79196-18). Compatible with 6-button pad and 4-player adaptor Sports/Soccer. #T-79196-50.

❑ **FIFA Soccer '98: The Road to the World Cup** Electronic Arts \$2/R3

The only 16-bit FIFA that didn't see a state-side release, this was also the last Mega Drive game released in Europe. Compatible with the EA '4 Way Play' adaptor. Sports/Soccer. Released 1997. #EAX02401350.

❑ **Flink** Sony \$10/R5

Developed by Psynopsis. Action/Platform/Scrolling Screen. Released 1994. #T-113046-50.

❑ **Flintstones, The** Sega \$3/R3

Also re-issued in brown 'Sega Classics' packaging. Action/Platform/Scrolling Screen. PERIODICALS: Mega Action rated this game 84% (June '93). Megatech rated this game 45% (July '93). Mean Machines Sega rated this game 80% (July '93). Sega Power rated this game 59% (August '93). Released 1993.

- Grandslam: The Tennis Tournament** **Sega** **\$1/R2**
a.k.a. Jennifer Capriati Tennis (US)
 Developed by System Sacom. Sports/Tennis. PERIODICALS: Mean Machines rated this game 85% (July '92). Released 1992.
- Gunship** **US Gold** **\$3/R4**
 Developed by Microprose. Simulation/Air Vehicle Combat. Released 1993. #79066-50.
- Gynoug** **Sega** **\$4/R3**
a.k.a. Wings of Wor (US)
 Shooter/Horizontal Scrolling.
- Havoc** **Codemasters** **\$10/R5**
a.k.a. High Seas Havoc (US)
 Developed by Data East. There's two alternate boxes for this: one has a cartoon-style cover [T-120034], while the other sports a skull & crossbones [T-120030]. Action/Platform/Scrolling Screen. Released 1994.
- Hurricanes** **US Gold** **\$3/R4**
 Based on the short-lived 1996 TV cartoon series. Action/Platform/Scrolling Screen. Released 1994. #79136-50.
- Hyperdunk** **Konami** **\$3/R4**
a.k.a. Double Dribble: The Playoff Edition (US)
 Sports/Basketball. Released 1994. #T-95126-50.
- International Rugby** **Domark** **\$1/R4**
 Developed by Tiertec. Sports/Other Sports. PERIODICALS: Sega Power rated this game 29% (August '93). Released 1993. #T-88056-50.
- International Sensible Soccer** **Sony Imagesoft** **\$18/R6**
 Developed by Sensible Software. 'Limited Edition', converted from the Amiga original. Sports/Soccer. Released 1993. #T-93146-50.
- International Superstar Soccer Deluxe** **Konami** **\$8/R4**
a.k.a. Winning Eleven (Japan)
 Sports/Soccer. Released 1996. #T-95196-50.
- Jimmy White's Whirlwind Snooker** **Virgin** **\$3/R3**
 Designed by Archer MacLean. Without a doubt the best snooker sim on the Mega Drive. Oh, you mean it's the only one? Well, it's still pretty damn good. Converted from the Amiga original, and includes support for the Sega Mouse. Traditional/Parlor Games. Released 1994. #T-70206-50.
- Kick Off 3: European Challenge** **Vic Tokai** **\$1/R3**
 Developed by Anco Games. Sports/Soccer. Released 1994. #T-23086-50.
- Man Overboard!** **Codemasters** **\$8/R5**
 Developed by Zeppelin Games. Action/Platform/Scrolling Screen. Released 1994. #T-120076-50.
- Marko's Magic Football** **Domark** **\$3/R3**
a.k.a. Marko (US)
 Action/Platform/Scrolling Screen. #T-88086-50.
- Mazin Wars** **Sega** **\$4/R4**
a.k.a. Mazin Saga Mutant Hunt (US)
 Developed by Dynamic Planning. Fighting/Side-Scrolling. PERIODICALS: Mean Machines Sega rated this game 87% (July '93). Megatech rated this game 90% (July '93). Sega Power rated this game 76% (July '93). Sega Pro rated this game 81% (August '93). Released 1993.
- Mega Games 1** **Sega** **\$1/R1**
a.k.a. Triple Score (US)
 Includes Columns, Super Hang-On and World Cup Italia '90. Copies without a UPC code on the back of the box were pack-in cartridges with some versions of the Mega Drive 1. Also released on a silver cart in Australia. Miscellaneous/Compilation. Released 1992.
- Mega Games 10** **Sega/TecToy** **\$15/R5**
a.k.a. Sega Top Ten
 Developed by Sega. Includes Sonic the Hedgehog, Revenge of Shinobi, Super Monaco GP, California Games, Super Hang On, Streets of Rage, Sega Soccer, Golden Axe, Columns and Flicky. Phew! Miscellaneous/Compilation.
- Mega Games 2** **Sega** **\$5/R1**
 Includes The Revenge of Shinobi, Streets of Rage and Golden Axe. Miscellaneous/Compilation. Released 1993.
- Mega Games 3** **Sega** **\$4/R2**
 Includes Super Thunderblade, Alien Storm and Super Monaco GP. Miscellaneous/Compilation. Released 1993.
- Mega Games 6** **Sega** **\$5/R2**
 Includes World Cup Italia '90, Golden Axe, Streets of Rage, The Revenge of Shinobi, Super Hang-On and Columns. Miscellaneous/Compilation. Released 1995. #1188-50.
- Mega Games 6 Vol. 2** **Sega** **\$12/R5**
a.k.a. Six Pack [Germany]
 Includes World Cup Italia '90, Alien Storm, Super Monaco GP, Super Thunderblade, Super Hang-On and Columns. Included as a pack-in with the Mega Drive 2 in Australia and some parts of Europe (cart/manual only). These loose pack-in copies are much easier to Miscellaneous/Compilation.
- Mega Games 6 Vol. 3** **Sega** **\$12/R6**
 Includes Sega Soccer, Columns, Super Monaco GP, Revenge of Shinobi, Sonic 1 & Streets of Rage. Released as a pack-in with later versions of the Mega Drive 2 (cart/manual only). The loose pack-in copies are much easier to find than the boxed versions. Miscellaneous/Compilation.
- Mega Man: The Wily Wars** **Capcom** **\$60/R7 +**
a.k.a. Rockman: Megaworld (Japan)
 Mega Man makes his Sega debut in this Mario All-Stars-esque update of the first 3 NES games. Only originally playable via the Sega Channel in the US, the cartridge version is one of the most desired PAL games, and attracts prices to match. Anyone searching Action/Platform/Scrolling Screen. Released 1994. #T-12046-50.
- Mega SWIV** **Time Warner** **\$15/R5**
 Developed by Sales Curve Interactive. Another update/conversion of an Amiga original, which is in turn a pseudo-sequel to the older coin-op Silk Worm (hence the name: S.W.I.V. = Silk Worm IV). Shooter/Vertical Scrolling. Released 1994.
- Mega-Lo-Mania** **Virgin** **\$5/R3**
a.k.a. Tyrants: Fight Through Time (US)
 Developed by Sensible Software. Simulation/Resource Management. #T-70056-50.
- Micro Machines 2: Turbo Tournament** **Codemasters** **\$4/R1**
 Released on both a standard Codemasters cart with 4-player adaptor support [T-120096-50], and also on a 'J-cart' with extra controller ports built-in. Racing/Miscellaneous Racing. Released 1994.
- Micro Machines '96: Turbo Tournament** **Codemasters** **\$4/R2**
 Released on a 'J-Cart' with two extra controller ports.

Racing/Miscellaneous Racing. Released 1995. #T-120126-50.

- ❑ **Micro Machines Military** Codemasters \$10/R3
Released on a 'J-Cart' with two extra controller ports.
Racing/Miscellaneous Racing. Released 1996. #T-120166-50.

- ❑ **Midway Greatest Arcade Hits T*HQ/Midway** \$5/R5
a.k.a. Williams Arcade's Greatest Hits (US)
Developed by Digital Eclipse. Includes Defender, Defender II, Joust, Robotron 2084 and Sinistar. Miscellaneous/Compilation. Released 1996. #T-97126-50.

- ❑ **Monster Lair: Wonder Boy III Sega** \$7/R3
Developed by Westone. A departure from the previous Wonder Boy games, this one's a simple-but-fun platform shooter. It's far too easy, though. Shooter/Horizontal Scrolling. Released 1991.

- ❑ **Mr. Nutz** Ocean \$6/R4
Action/Platform/Scrolling Screen. Released 1994. #T-164016-50.

- ❑ **Nightmare Circus** Sega/TecToy \$40/R6
Developed by Funcom. This was scheduled for a Genesis release in late 1995, but was canned at the last minute. Possibly because it's another non-spectacular platform beat-'em up.
Action/Platform/Hack & Slash. Released 1996.

- ❑ **Ottifants, The** Sega \$5/R2
Based on the German kid's TV show. It's pretty rare in the UK, but much easier to find on the continent. Also reissued in brown 'Sega Classics' packaging. Action/Platform/Scrolling Screen. Released 1993.

- ❑ **Pac-Panic** Sega \$5/R4
a.k.a. Pac-Attack (US)
Developed by Namco. Puzzle/Action.

- ❑ **Power Drive** US Gold \$4/R4
Developed by Rage Software. Racing/Rally/Off-Road. Released 1994. #79146-50.

- ❑ **Premier Manager** Sega \$1/R2
Developed by Gremlin Graphics. Only released in the UK. Sports/Soccer. Released 1995. #1191-50.

- ❑ **Premier Manager '97** Sega \$1/R2
Developed by Gremlin Graphics. Only released in the UK. Sports/Soccer. Released 1996. #MK-1280-50.

- ❑ **Probotector** Konami \$15/R5
a.k.a. Contra: Hard Corps (US)
Action/Platform/Shooter. Released 1994. #T-95106-50.

- ❑ **Psycho Pinball** Codemasters \$3/R3 +
Traditional/Video Pinball. Released 1994. #T-120086-50.

- ❑ **Rise of the Robots** Acclaim \$3/R2
Developed by Mirage Tech. Absolutely dire robot beat-'em up that was over-hyped to a ridiculous level upon release. Features music by that guy-from-Queen-with-the-stupid-hair (Brian May). Fighting/Tournament Style. Released 1994. #T-81426-50.

- ❑ **Ronaldinho Soccer '98** Unknown \$20/R7
This is a hack of ISS Deluxe, featuring Brazilian players & teams. Sports/Soccer.

- ❑ **Sampras Tennis '96** Codemasters \$1/R2
Codemasters' 'J-Cart' with two extra controller ports. Sports/Tennis. #T-120116-50.

- ❑ **Second Samurai** Psygnosis \$15/R6
Developed by Vivid Image. Amiga port. Action/Platform/Hack & Slash. Released 1994. #T-113106-50.

- ❑ **Sega Sports 1** Sega \$5/R4
3-in-1 collection that includes Super Monaco GP, Ultimate Soccer and Wimbledon. It's very hard to find in the UK, but pretty common throughout the rest of Europe. Miscellaneous/Compilation. #1183-50.

- ❑ **Sega Top Five** Sega/TecToy \$15/R5
Developed by Sega. Includes Flicky, Sega Soccer, Super Monaco GP, Shadow Dancer and Super Thunder Blade. Miscellaneous/Compilation. Released 1997.

- ❑ **Sensible Soccer European Champions** Sony Imagesoft \$8/R2
Developed by Sensible Software. 'The Mega Drive version of every Amiga gamer's favourite soccer game was delayed by a few weeks because the Italian flag was originally incorrect. This delay meant that EA's FIFA Soccer was able to sneak onto shelves ahead of it, and delivered a crushing blow to Sensi's sales figures as a result. Sports/Soccer. Released 1993. #T-93076-50.

- ❑ **Shane Warne Cricket** Codemasters \$6/R4
Antipodean version of Brian Lara Cricket. Some copies have a 'V2' sticker on the box and/or cart. Sports/Other Sports. Released 1996. #T-120156-50.

- ❑ **Show do Milhao** Sega/TecToy \$20/R6
The title translates as 'The Million Show'. It's based on a Brazilian game show similar to 'Who Wants To Be A Millionaire' and is entirely in Portuguese. Traditional/Game Show. Released 2001.

- ❑ **Show do Milhao Volume 2** Sega/TecToy \$20/R6
This was the last official Mega Drive game worldwide, released in Brazil in late 2001. Traditional/Game Show. Released 2001.

- ❑ **Smurfs Travel the World, The Infogrames** \$8/R5
aka Les Schtroumpfs Autour Du Monde [France], Die Schlumpfe Reisen um die Welt [Germany]. Action/Platform/Scrolling Screen. Released 1995.

- ❑ **Smurfs, The** Infogrames \$5/R3
aka Les Schtroumpfs [France], Die Schlumpfe [Germany], De Smurfen [Holland, T-151016-20]. Action/Platform/Scrolling Screen. Released 1996. #T-151016-50.

- ❑ **Snake Rattle 'n Roll** Sega \$8/R4
Developed by Rare. Action/Platform/3D. Released 1993.

- ❑ **Soleil** Sega \$12/R4
a.k.a. Crusader of Centy (US)
Developed by Nextech. Also released in Spanish [1182-06] and German [1182-18]. Role-Playing/Third-Person Real-Time. Released 1994. #1182-05.

- ❑ **Sonic 3D: Flickies' Island** Sega \$9/R3
a.k.a. Sonic 3D Blast (US)
Developed by Traveller's Tales. Action/Platform/3D. Released 1996. #MK-1844-50.

- ❑ **Sonic Compilation** Sega \$9/R3
a.k.a. Sonic Classics (US)
Includes Sonic 1, Sonic 2 and Dr. Robotnik's Mean Bean Machine on one handy cart. Miscellaneous/Compilation. Released 1995. #1190-50.

- ❑ **Spirou** Infogrames \$8/R5
a.k.a. Robbedoes (Holland)
Action/Platform/Scrolling Screen. Released 1995. #T-151026-50.

- ❑ **Sport Games** Sega/TecToy \$15/R5
Developed by Sega. Includes Super Real Basketball, Super Volleyball and World Championship Soccer 2.

Miscellaneous/Compilation. Released 1998.

- ❑ **Story of Thor, The** **Sega** **\$7/R4**
a.k.a. Beyond Oasis (US)
 Developed by Ancient. Initially packaged with 10 cards containing game information. Released in France as 'La Légende de Thor' with translated box, manual and game. Role-Playing/Third-Person Real-Time. Released 1995. #1354-05.
- ❑ **Street Racer** **Ubi Soft** **\$5/R3**
 Developed by Vivid Image. Compatible with the EA '4 Way Play' adaptor. Racing/Kart Racing. Released 1995. #T-177016-50.
- ❑ **Strider II** **US Gold** **\$4/R4**
a.k.a. Strider Returns (US)
 Action/Platform/Scrolling Screen. PERIODICALS: Sega Power rated this game 82% (August '93). Released 1993. #T-79036-50.
- ❑ **Striker** **Sega** **\$5/R5**
 Sports/Soccer. Released 1995. #1185-50.
- ❑ **Super Fantasy Zone** **Sega** **\$6/R5 +**
 Developed by SunSoft. Fantastic 16-bit update of Sega's arcade and Master System classic. It wasn't released in the US, but at least the European version is pretty cheap to pick up (and will happily play on a Genesis). Shooter/Horizontal Scrolling. Released 1993.
- ❑ **Super Kick Off** **US Gold** **\$1/R1**
 Developed by Anco Games. Dino Dini's Kick-Off games have appeared on just about every European console or computer you think of. This is the first Mega Drive version, later followed by Kick Off 3, and the 'spiritual sequel' Dini Dini's Soccer. Sports/Soccer. Released 1993. #79076-50.
- ❑ **Super League** **Sega** **\$2/R5**
a.k.a. Tommy Lasorda Baseball (US)
 Sports/Baseball. Released 1990.
- ❑ **Super Real Basketball** **Sega** **\$2/R4**
a.k.a. Pat Riley Basketball (US)
 Sports/Basketball.
- ❑ **Super Skidmarks** **Codemasters** **\$6/R4**
 Released on a 'J-Cart' with two extra controller ports. Racing/Miscellaneous Racing. Released 1995. #T-120136-50.
- ❑ **Talmit's Adventure** **Sega** **\$3/R3**
a.k.a. Marvel Land (US)
 Developed by Namco. Action/Platform/Scrolling Screen. Released 1992.
- ❑ **Thunder Force IV** **Sega** **\$10/R3**
a.k.a. Lightening Force (US)
 Developed by Techno Soft. Shooter/Horizontal Scrolling. Released 1992.
- ❑ **Tintin in Tibet** **Infogrames** **\$8/R5**
 aka Tintin au Tibet [France], Tintin en el Tibet [Spain], Tim in Tibet [Germany], Kuifje in Tibet [Holland], Tintin I Tibet [Italy]. Released 1996. ©1996 Herge Moulinsart. #T-151036-50.
- ❑ **Total Football** **Domark** **\$3/R4**
 Sports/Soccer. #T-88156-50.
- ❑ **Turbo Out Run** **Sega** **\$8/R3**
 Reissued as part of the 'Gold Collection' in Australia. Racing/Street Racing. Released 1992.
- ❑ **Turma da Monica na Terra dos Monstros** **Sega/TecToy** **\$20/R6**

This is a hack of 'Wonder Boy in Monster World' featuring Monica, the popular Brazilian kids TV character. The title translates as 'Monica's Gang in Monster Land'. Action/Platform/Scrolling Screen. Released 1994.

- ❑ **Twin Hawk** **Sega** **\$3/R3**
 Developed by Toaplan. Shooter/Vertical Scrolling. Released 1990.
- ❑ **Two Tribes: Populous II** **Virgin** **\$5/R4**
 Developed by Bullfrog. Simulation/Resource Management. PERIODICALS: Sega Power rated this game 91% (Oct '93). Released 1993. #T-70136-50.
- ❑ **Ultimate Soccer** **Sega** **\$1/R2**
 Developed by Rage Software. Sports/Soccer. Released 1993.
- ❑ **World Cup Italia '90** **Sega** **\$1/R1**
a.k.a. World Championship Soccer (US)
 Sports/Soccer. Released 1990.
- ❑ **Worms** **Ocean** **\$5/R3**
 Developed by Team 17. Compatible with the Sega 4 player adaptor. Action/Head-to-Head Combat. Released 1995. #Mk-1198-50.
- ❑ **Wrestle War** **Sega** **\$1/R3**
 One of the more surprising titles to appear on the Dreamcast 'Sega Smash Pack' collection. 'Surprising' because it's a not-particularly well-known wrestling game that was never released in the US. Reissued as part of the 'Gold Collection' in Australia. Fighting/Wrestling. PERIODICALS: Mean Machines rated this game 88% (July '91).
- ❑ **Xenon 2: Megablast** **Virgin** **\$10/R4**
 Developed by Bitmap Brothers. Conversion of the Bitmap Brothers' classic Amiga shooter. The soundtrack is a version of 'Megablast' by 80's techno stars Bomb The Bass. Shooter/Vertical Scrolling. Released 1992. #T-70076-50.
- ❑ **Yogi Bear's Cartoon Capers** **GameTek** **\$8/R5**
 Developed by Empire Software. Action/Platform/Scrolling Screen. Released 1994. ©1994 Hanna Barbera Productions. #T-83146-50.
- ❑ **Yu Yu Hakusho Sunset Fighters** **Sega/TecToy** **\$60/R7**
a.k.a. Yu Yu Hakusho Battle (Japan)
 Developed by Treasure. Yes, Treasure's final Mega Drive game did have a release outside of Japan: this TecToy version was translated into Portuguese and is very hard to come by, even in Brazil. Fighting/Tournament Style. Released 1999.
- ❑ **Zero Wing** **Sega** **\$12/R5**
 Developed by Toaplan. 'That' game. You know, 'that' one... Shooter/Horizontal Scrolling. Released 1992.
- ❑ **Zombies** **Konami** **\$7/R3**
a.k.a. Zombies Ate My Neighbors (US)
 Developed by LucasArts. Shooter/360 Degrees. Released 1993. #T-95086-50.

Total # of items in this section: 120

PROTOTYPES AND ONE OF A KINDS

- ❑ **Beyond Zero Tolerance** **Unknown** **\$0/R10**
 Developed by Zyrinx. This sequel to Beyond Tolerance exists in ROM form but was never released. Shooter/First-Person Shooter.
- ❑ **Fido Dido** **Unknown** **\$0/R10**

Based on a crudely drawn cartoon character that was the mascot for 7-U Soda for a brief period of time. The ROM for this game is floating around the internet. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 4 (out of 10).

- ☐ **It Came From the Desert** **Electronic Arts** **\$0/R10**
A CD version of this game was released on the TurboGrafx-16 CD-ROM system. ©1994.
 - ☐ **Lobo** **Unknown** **\$0/R10**
We haven't seen the ROM anywhere despite frequent public requests. Our guess is that this game appears on other "released games" lists because it was reviewed by magazines in the day, but take our word for it. It was not released. PERIODICALS: Electronic Gaming Monthly gave this game a 3, 3, 3, and 2.5 (out of 10).
 - ☐ **Mondu's Fight Palace** **Razor Soft** **\$0/R10**
This game was the original working design for Slaughtertown. The ROM for this game is floating around the internet. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 4, 4, and 4 (out of 10).
 - ☐ **Outback Joey Personal Trainer** **HeartBeat** **\$125/R10**
Cartridge label reads: Consult a physician before starting a fitness program since exercise could cause physical harm. By HeartBeat and Western Technologies. Licensed by Sega Enterprises, Ltd. For play on the HeartBeat System. ©1993 HeartBeat Corporation.
 - ☐ **Simpsons, The: Itchy & Scratchy Game, The** **Acclaim** **\$0/R10**
Developed by Bits. Though there is box art for the game, and a ROM floating around the internet, we believe these are both pre-production items. The game WAS released on Super Nintendo in the US but to date no one has come forward to prove it exists in Genesis cartridge form. Based on the long running animated TV series. ©1994.
 - ☐ **Time Trax** **Unknown** **\$0/R10**
Not certain at this time what the game "became" or if it was ever released. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10).
 - ☐ **Waterworld** **Unknown** **\$0/R10**
Based on the soggy 1995 Kevin Costner action/sci-fi movie. This game was reviewed by Electronic Gaming Magazine. Not certain at this time what the game "became" or if it was ever released. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 4, 3.5, and 3 (out of 10).
- Total # of items in this section: **9**

HARDWARE AND PERIPHERALS

- ☐ **4 Player Adaptor** **Sega** **\$8/R3**
The official Sega multi-tap works with all non-EA 4 player games. There's two slightly different models - one has a red switch while the other is black. Released No.
- ☐ **4-Way Play adaptor** **Electronic Arts** **\$6/R4**
Only compatible with EA-made games. Released No.
- ☐ **CD Backup Cart** **Sega** **\$25/R6**
- ☐ **Console, Amstrad MegaPC computer** **Amstrad** **\$75/R5**
The poorer European cousin of the Japanese Terradrive, the Amstrad MegaPC was a 386 or 486 SX PC with a Mega Drive bolted into the case. Unlike the Terradrive, there was no direct link

between the PC and Mega Drive portions. The 386 (25MHz) model originally retailed at £699 with a 40Mb hard-drive or £799 with 130Mb, while the 486 (33MHz) models were £899 and £999 respectively. A MegaPC-branded off-white controller was included. Released -1.

- ☐ **Console, CDX** **Sega** **\$70/R5**
a.k.a. Multimega (Japan)
See the Sega CD entry for more details.
- ☐ **Console, Genesis** **Sega** **\$15/R2**
The first model Genesis was originally packaged with Altered Beast and one controller. Released 08/89. #MK-1601.
- ☐ **Console, Genesis (model 2)** **Sega** **\$15/R2**
This was the second model of the console, slimmer and lighter. The headphone jack in front of the unit has been removed and as a result the associated volume control slider as well, and the A/V port has changed to a multi-output (both picture and sound). Released 1993. #MK-1631.
- ☐ **Console, Genesis 3** **Majesco** **\$15/R2**
This was the third model of the console, even smaller than the Genesis 2. It's significantly different than the first two models in other areas as well. You cannot connect a Sega CD to it as the expansion port has been removed. Because it lacks the Z80 processor found in the previous models, it is incompatible with the Power Base Converter (which allows it to play Master System games), a Game Genie, or several other more advanced Genesis titles like Virtua Racing. You can, however, plug a Mega Drive cartridge into it without a converter though if the cart has a lockout you're still out of luck. Released 1997. #MK-1641.
- ☐ **Console, Mega Drive** **Sega** **\$15/R1**
Launched in Europe just in time for Christmas 1990, the Mega Drive had Altered Beast as the pack-in, and retailed at £189.99. Original models (# MK-1600-05) have an EXT port on the rear, which was removed from later revisions (# MK-1601-05). Sonic replaced Altered Beast as the pack-in in 1992. There was also 'The Magnum Package' which included Sonic and MegaGames 1, and a short-lived World Cup Italia '90 package. Released -1.
- ☐ **Console, Mega Drive** **Sega/TecToy** **\$25/R4**
Like the US & Europe, the Mega Drive launched in Brazil with Altered Beast as the pack-in game. Released No.
- ☐ **Console, Mega Drive II** **Sega** **\$15/R1**
Introduced in mid-1993, the Mega Drive 2 originally retailed for £129 stand-alone. At various points over the next four years, Sonic 1, Sonic 2, Sonic Compilation, Ecco the Dolphin, European Club Soccer, EA Sports Double Header, Aladdin, Virtua Racing and several MegaGames compilations were all included as pack-in games. Released -1. #MK-1631-50.
- ☐ **Console, Mega Drive II** **Sega/TecToy** **\$25/R4**
The Brazilian Mega Drive II is the same unit as the original US/European Genesis/Mega Drive, rather than the smaller re-sized one. Released No.
- ☐ **Console, Mega Drive III** **Sega/TecToy** **\$35/R5**
The Brazilian Mega Drive III is the same unit as the US/European Genesis/Mega Drive II. Sonic 2, Mortal Kombat II and Sega Top Ten were all included as pack-ins at various points. There were also later 'Super' Mega Drive 3 bundles that included built-in games - one with a black console and 30 games, and another with a silver console and 43 games (actually 33 + 10 variations). Released No.
- ☐ **Console, MultiMega** **Sega** **\$80/R5**
European version of the CDX, sold with a 6-button controller. Released -1.
- ☐ **Console, Nomad** **Sega** **\$60/R3**

A portable Sega Genesis, with backlit screen and the ability to connect the output to a TV and input standard controllers. Released 1995.

- ❑ **Console, X'Eye** JVC \$40/R4
a.k.a. **Wondermega (Japan)**

This JVC version of the Sega Genesis has a built-in CD drive, allowing full compatibility with Sega CD games. It's also got a connection for MIDI input and 2 microphones (the system boasted karaoke features, you see), and even has a super VHS port.

- ❑ **Controller, 6-button** Sega \$5/R2

The official 6-button controller was released alongside Street Fighter II: SCE. Released Yes.

- ❑ **Controller, 6-button** Sega \$0/R0

- ❑ **Controller, Aqua Duo** Unknown \$3/R4

Garishly colored 6-button pad also compatible with the SNES. Released No.

- ❑ **Controller, Arcade Joystick** Gamester \$5/R3

Large 6-button micro-switched arcade stick that is also compatible with the SNES. Released No.

- ❑ **Controller, Arcade Power Stick** Sega \$8/R2

Sturdy arcade stick with variable turbo-fire switches. Released Yes. #MK-1655-50.

- ❑ **Controller, Arcade Power Stick II** Sega \$12/R4

6-button version. Released Yes.

- ❑ **Controller, Batter Up** Sports Sciences \$0/R0

- ❑ **Controller, Competition Pro** Happ \$0/R0

- ❑ **Controller, Competition Pro** Honey Bee \$2/R2

3-button controller with rapid-fire and slow motion. Released No.

- ❑ **Controller, Competition Pro Series II** Honey Bee \$2/R3

6-button controller with rapid-fire and slow motion. Released No.

- ❑ **Controller, Competition Pro Series II** Honey Bee \$2/R2

3-button controller with rapid-fire and slow motion. Released No.

- ❑ **Controller, Competition Pro Series III** Honey Bee \$2/R3

6-button controller with rapid-fire and slow motion. Released No. #SG-18.

- ❑ **Controller, Competition Pro Series III** Honey Bee \$2/R2

3-button controller with rapid-fire and slow motion. Released No.

- ❑ **Controller, Competition Pro SG6** Honey Bee \$2/R3

6-button controller with rapid-fire and slow motion. Released No.

- ❑ **Controller, Conqueror 3** QuickShot \$4/R4

Programmable 3-button arcade stick. Released No.

- ❑ **Controller, Energiser** Unknown \$7/R4

Bizarre looking programmable controller that has the 6 buttons aligned in columns rather than rows. Released No.

- ❑ **Controller, Foot pedals** QuickJoy \$10/R5

Transfers the 3 joystick buttons to the foot pedals for use with driving games. A bit daft without a steering wheel, really. Released No.

- ❑ **Controller, Infra Red Control** Sega \$30/R6

Pad

Official 6-button infra red pads, sold in a pack of two with the receiver unit. Released No.

- ❑ **Controller, Interactor** Interact \$0/R0

- ❑ **Controller, Intruder** QuickShot \$8/R5

Flight-yoke with rapid-fire & slow motion functions. Released No.

- ❑ **Controller, Justifier** Konami \$8/R3

Blue light gun, originally sold in a box-set with Lethal Enforcers. Released No.

- ❑ **Controller, Justifier (Player 2)** Konami \$15/R5

The rarer pink Justifier was only available direct from Konami. Released No.

- ❑ **Controller, Maverick** QuickShot \$6/R3

3-button arcade stick with rapid-fire & slow motion. Released No.

- ❑ **Controller, MD-6** Gamester \$3/R3

6-button controller with rapid-fire and slow motion. Released No.

- ❑ **Controller, Mega Control Stick** TecnoPlus \$1/R3

Upright joystick. Released No. #TP-135.

- ❑ **Controller, Mega Fire** Sega \$4/R3

Official 3-button pad with turbo-fire switches. Released No.

- ❑ **Controller, Mega Master 2** Saitek \$5/R4

Slightly flimsy-looking 6-button arcade stick. Released No. #MX-341.

- ❑ **Controller, Mega Stick** ASCIIware \$8/R3

Solid officially-licensed 3-button arcade stick. Released No.

- ❑ **Controller, Megastar** QuickJoy \$6/R4

Compact arcade-style stick with micro-switched buttons. Released No.

- ❑ **Controller, Menacer** Sega \$15/R2

Over-sized and under-utilized light gun, sold in a box-set with the 6-game Menacer cart. Released Yes. #MK-1658-50.

- ❑ **Controller, official** Sega \$3/R1

Controllers with a grey or white Start button were included with the original Mega Drive, while ones with a red Start button were sold with the Mega Drive II. Released Yes. #MK-1650-50.

- ❑ **Controller, Power Clutch** ASCIIware \$7/R3

3-button arcade stick. Very similar to ASCIIware's Mega Stick, but not Sega-endorsed. Released No.

- ❑ **Controller, Power Clutch SG** Sega \$0/R0

- ❑ **Controller, Python** QuickShot \$1/R3

Upright joystick. Released No.

- ❑ **Controller, Remote Control** WKK \$15/R4

Infra-red controllers, sold in a pack of two with the receiver unit. Released No.

- ❑ **Controller, Sega Mouse** Sega \$10/R4

Black and red mouse that could be used with a handful of games. Released No.

- ❑ **Controller, SG Propad** QuickJoy \$2/R2

3-button controller with rapid-fire and slow motion. Released No.

- ❑ **Controller, Snapper** Unknown \$1/R2

Shoddy 3-button pad with rapid fire and a headphone socket. Released No.

- ❑ **Controller, SprintPad SG** Logic 3 \$2/R2

Another 3-button pad with rapid-fire/slow motion. Released No.

- ☐ **Controller, Striker** **Unknown** **\$1/R2**
Shoddy third-party pad with rapid fire and a headphone socket. Released No.
- ☐ **Controller, Super Pad** **Performance** **\$2/R2**
Clone of the official 6-button pad with rapid-fire/slow motion switches. Released No. #P-042C.
- ☐ **Controller, TecnoPlus Series III** **TecnoPlus** **\$2/R2**
3-button controller with rapid-fire and slow motion. Released No.
- ☐ **Controller, The Activator** **Sega** **\$20/R3**
Imagine, if you will, a failed peripheral like the U-Force (see Nintendo NES section) enhanced so that it takes up even more space and requires you to use your whole body instead of just your hands to control onscreen movement! Set this gigantic octagon up on the floor and step inside, each of the octagon sides register motion above it and translate to the screen. Yeah that's right, it was a flop.
- ☐ **Controller, The Arcadian** **KBM** **\$0/R0**
- ☐ **Controller, Turbo 2** **Unknown** **\$2/R3**
3-button controller with rapid-fire and slow motion. Released No.
- ☐ **Controller, Turbo Touch 360** **Unknown** **\$5/R4**
Rapid-fire joystick with a touch-sensitive panel instead of a d-pad. Released No.
- ☐ **Game Genie** **Codemasters** **\$10/R4**
- ☐ **Game Genie** **Galoob** **\$0/R0**
Released 1991. #7357.
- ☐ **Master System Converter** **Sega** **\$8/R3**
a.k.a. Power Base Converter (US)
This converter will play almost all Master System games on a Mega Drive. Some games contain glitches if played with a Mega Drive joystick. It will only fit on the original Mega Drive unless the back lip is hacked off. Released No. #MK-1620-50.
- ☐ **Master System Converter II** **Sega** **\$15/R5**
Re-modeled version to fit the Mega Drive II. The card slot was removed. Released Yes.
- ☐ **Mega Key** **Unknown** **\$50/R5**
The Mega Key is an all-in-one converter for the Mega Drive. It unlocks PAL as well as Japanese games for any Genesis, including the Sega CDX. Very nice converter with a pass-through with dip switches. The downside is that it's hard to find and pricey but worth it if you're serious about importing games.
- ☐ **Mega Master Adaptor** **Unknown** **\$8/R4**
3rd-party version of the Master System adaptor. No card slot. Released No.
- ☐ **Mega Net** **Sega/TecToy** **\$25/R5**
Brazilian modem adaptor, presumably un-useable these days. Released Yes.
- ☐ **Miracle Piano Teaching System, The** **SW Toolworks** **\$75/R9**
Developed by Software Toolworks. The entire set creates a full-fledged MIDI keyboard system for your Genesis and includes the cartridge, keyboard, and hookups. It was also released on PC and several other systems. Keep in mind the price is for the keyboard, hookups AND cart, not the slightly more common cart itself. Released 1992.
- ☐ **Nitro Adaptor 2** **Fire** **\$7/R3**

Import adaptor cart with multi-region dip-switches. Released No.

- ☐ **Pro Action Replay** **Datel** **\$10/R3**
Datel's cheat cart/import adaptor combo was more popular than the Game Genie in Europe, thanks to it's in-built cheat trainer. Released No.
 - ☐ **Pro Action Replay 2** **Datel** **\$15/R4**
Upgraded version that includes an advanced cheat-finder and a 'Dead-Code' generator which apparently lets you 're-write whole sections of the game'. Yeah, right. Released No.
 - ☐ **Sega Channel Adaptor** **Scient Atlanta** **\$15/R6**
This is the blockier (shaped a bit like a brick in fact) version of the Sega Channel adaptor. The adaptor consists of the adaptor, which is black with a white label and Sega Channel logo, a coax connector for cable TV attachment, and a power supply.
 - ☐ **Sega Channel Adaptor** **Unknown** **\$15/R5**
This is the prettier version of the Sega Channel adaptor, a black plastic mold with blue highlights and the funky Sega Channel logo on the front. The full set consists of the adaptor, a coax connector for cable TV attachment, and a power supply.
 - ☐ **Skeleton Converter** **Unknown** **\$20/R4**
The "skeleton converter" for the Mega Drive is a straight pass-through converter that allows you to play Japanese Mega Drive games on a US system. No goodies, no perks, just Japanese games. It's just a bare circuit board, but it works! The downside is that it has no PAL Mega Drive support features.
 - ☐ **Video Jukebox VJ** **ASG** **\$0/R0**
 - ☐ **X-Band Modem** **Sega** **\$5/R2**
EASTER EGGS: There are two hidden mini-games in the X-Band cartridge. To play Fish Pond, go to the main menu and press Up (x4), Right, B. To play Maze got to the call-up screen and press Up, Up, Down. You can also press Down, Down, Left, Left, Right, C at the main menu for a larger maze.
- Total # of items in this section: **78**

RUMOR MILL

- ☐ **Barbie Vacation Adventure** **Hi-Tech Express** **\$0/R0**
Though there is box art for the game, and a ROM floating around the internet, we believe these are both pre-production items. The Barbie Super Model game is often confused with this one but to date no one has come forward to prove Barbie Vacation Adventure exists in Genesis cartridge form. A "Sega Club" title. ©1994.
- ☐ **Beanball Benny** **Unknown** **\$0/R0**
Designed by Ed Temple. Temple recollects designing this game for a small company but the project was never completed. Good chance there's a beta floating around somewhere.
- ☐ **Blockbuster World Video Game Championship I** **Acclaim** **\$0/R0**
Micro Machines/Psycho Pinball combo. Only the second cart has surfaced to date.
- ☐ **Blockbuster World Video Game Championship III** **Acclaim** **\$0/R0**
Rambo III/Tetris combo. Only the second cart has surfaced to date.
- ☐ **Hollo Fighter** **Sega** **\$0/R0**
The game eventually changed names and developers and was released as Super Hydlide.

Total # of items in this section: 5

DEMOS, SAMPLERS, & NON GAMES

- ☐ **Art Alive** **Sega** **\$10/R4**
One of those "make your own animation" carts. One other thing. It stinks. Mouse compatible. Released 1991.
- ☐ **Flux** **Virgin** **\$35/R8**
Developed by EXP. Cartridge add-on used in conjunction with the Mega CD to create visual effects to accompany an audio CD. Released 1995. #T-70416-50.
- ☐ **Game Factory (blue)** **Sega** **\$20/R4**
See "(green)".
- ☐ **Game Factory (green)** **Sega** **\$20/R4**
A Blockbuster Video "blank cart" that was to be used for loading and re-loading games. We haven't seen the writer for this system yet, but the green and blue label carts are out there.
- ☐ **Game Factory (red)** **Sega** **\$75/R9**
See "(green)". The red cartridge is the only one of exceptional scarcity.

Total # of items in this section: 5

Total # of items in all: 923

HISTORICAL NOTES

Launched in the USA 1989. Original retail price: \$189.99.

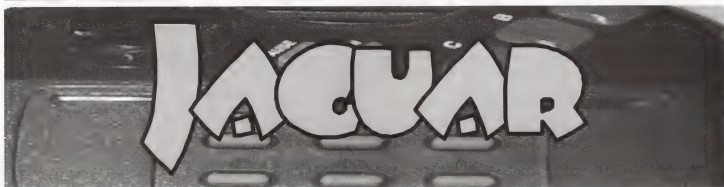
TECHNICAL NOTES

Processor: Motorola MC68000 (16-bit)
 Processor Speed: 7.67 MHz
 Memory: 64K RAM, 64K Video RAM
 Resolution: 320 x 224
 Color Palette: 512, 64 max on-screen
 Max sprites: 80
 Sprites size: 32x32
 Sound Processor: TI 76489 PSG, Yamaha YM 2612 FM
 Sound: 6-channel Stereo
 Cartridge size: 256KB - 4MB
 Game Media: Cartridges

The Genesis and Mega Drive use country coding for protection. It's sometimes built into the game itself - some carts are coded to specifically look for the country code, and refuse to run on a system with the "wrong" code.

Adapter cartridges (such as Pro Action Replay and Mega Key) are available to allow Mega Drive cartridges to play on a Genesis and vice-versa, but this often will not bypass the protection, especially on PAL or SECAM conversions. There are also many Game Genie codes that allow you to bypass this regional protection lock-out.

The Genesis model 3 will accept Mega Drive cartridges without a converter but it still does not resolve any lock-out issues.



During 1991 rumors began to circulate that Atari was reentering the home console business with an all-new super powerful system. In actuality Atari had been simultaneously developing two new consoles, the 32-bit Panther and the 64-bit Jaguar. Very little information or news about the Panther became available before Atari announced that they had cancelled the system. Research and design of the Jaguar had progressed so rapidly that Atari decided to shelve the Panther and focus all of its resources on their new 64-bit system. This caused quite a stir in the gaming community as Atari was essentially leapfrogging the next generation of proposed 32-bit consoles and touting a system that seemed to be light years ahead of anything else even being considered at the time.



Slated for a 1993 release, the new system would feature five processors that could run in parallel, a 64-bit data bus, 2 megabytes of RAM, and 16.8 million colors. The five processors were contained in 3 chips; two proprietary custom chips dubbed "Tom" and "Jerry" and a 16-bit Motorola 68000. Tom was comprised of three processors: a 32-bit graphics processor, a 64-bit object processor, and a 64-bit Blitter graphics chip. Jerry was a 32-bit audio processor while the Motorola 68000 was a general purpose 16-bit chip that Atari had favored in its ST line of computers. The Jaguar was capable of some amazing effects and some of the early demos really had developers and the media drooling. The system could render 850 million pixels per second and was able to perform various special effects like scaling, rotation and distortion of images. In addition the Jaguar could handle advanced visuals like lighting, shading, transparency and morphing.

Atari built on the hype by announcing that IBM was manufacturing the Jaguar and that they had signed up over 20 third party developers. The initial list of developers lacked many of the established big name software publishers, many of who seemed hesitant to commit resources to the Jaguar platform. Development systems ran on either an IBM PC or an Atari TT030 computer and cost in the \$7,000 to \$10,000 range. The lack of support from major software houses kept retailers and the media skeptical of the Jaguar's ability to succeed. Atari began announcing increased support from the software community but things became complicated as it was unclear whether companies were stating that they were actually developing games for the Jaguar or just licensing their hit titles to Atari. It turned out that some of the big software companies had in fact simply licensed their hit franchises to Atari but it was still up to Atari to develop these titles in-house or to contract the title out to another developer. The problem with this arrangement was that it put the entire financial burden on Atari with little or no risk to the franchise owners.

The Christmas 1993 season was approaching and many began to wonder if Atari would be able to get the Jaguar out the door in time for this crucial annual buying cycle. If Atari missed this opportunity, it would essentially give their competitors another year to catch up to the gains the Jaguar had made technologically. Atari realized the importance of getting the system out the door but was not yet prepared for a full-scale launch. Instead they compromised by launching the system in the last week of November 1993 in five or six test-market cities. The Jaguar hit the stores with a price tag of \$249.99 and came with one controller and the **Cybermorph** cartridge. Most stores got from six to ten systems, which quickly sold out. Luckily, New York was one of the test markets and on the day it was released I

bought systems for myself, my brother, and a friend in Texas, for a whopping \$750 plus tax.

The key to success for any new system is software and unfortunately Atari didn't have a lot of it, and what titles did come out just weren't very good. Each game release was an agonizing wait for what seemed like an eternity. Sure, there were some spectacular games like **Doom**, **Tempest 2000** and **Alien Vs. Predator** but these instant classics were quickly overshadowed by such clunkers as **Checkered Flag**, **Dragon: Bruce Lee Story**, and the abominable **Club Drive**. As mentioned above Atari was either doing these titles in-house or contracting them out so the costs and time involved to get a game done got to the point where people just lost interest while waiting. To their credit Atari did start off strong with advertising for the Jaguar but as time went on, that too withered away into almost nothing.

Atari's detractors wasted no time in picking apart and badmouthing the system. Perhaps fueled by promotion from Sega and Nintendo, it became cool to hate Atari. People can debate all they want about why a system succeeds or fails but I honestly believe it's all about what is perceived as cool at the time and Atari was not the happening thing. Right from the start, people complained that the system didn't have an automatic RF switch, that it wasn't really 64-bit and they even complained about what it looked like. The mob mentality took over and Atari's lack of good games (or games at all) certainly didn't help the situation. Part of the problem also stemmed from the inclusion of the 16-bit Motorola chip inside the Jaguar. Atari's enemies quickly zeroed in on this fact as meaning the system was 16-bit when in fact Atari's only reason for including the chip was so that developers would feel a little more at home when making games since many of them knew the 68000 chip already. This idea backfired in a way as Atari only meant for the 68000 to be used as a general purpose "house-cleaning" processor while many software companies utilized the 68000 to simply port over versions of their 16-bit titles. As a result, some software got out the door a little quicker but these titles were the same games that players already had on their Genesis and Nintendo consoles. Gamers wondered "Why buy another version of the same game when it offers no enhancements to sound, graphics or gameplay?"

In 1994/1995 Atari announced some amazing peripherals for their Jaguar system including a virtual reality helmet, a CD attachment, and a voice modem. While these items sounded great on paper, nobody was lining up to buy a Jaguar on the slim chance that any of these would ever see the light of day. At this point the writing was on the wall and many of the Jaguar's projects were cancelled or never started. To their credit, Atari did finally release the CD-ROM player as well as a Pro Controller, 4 player Team Tap, and a Jag-Link unit that would network two Jaguars together.

By the beginning of 1996, things were drying up at Atari and the company appeared to be in disarray. They had laid off most of their staff and had moved their headquarters to a small office building. The company that started it all clearly was outmatched by its competitors. The end became official when Atari merged with JTS Industries, a hard drive manufacturer who had no interest in doing anything with their gaming properties.

There were some other interesting projects being worked on by Atari and others in the industry. Time Warner who owned Midway/Atari Games licensed the Jaguar for use in its arcade machines. Dubbed the Co-Jag, only 2 games were available for this architecture; **Area 51** and its sequel, **Maximum Force**. There was also a prototype game called **Freeze** that was based on this hardware configuration. A company called Carousel used stock Jaguars in kiddie rides designed for Wal-Mart, K-Mart, and other stores of this nature. The two games created were **Skycopter** and **Speedster II**, both of which saw very limited production.

Many companies are still bringing new Jaguar software to the community. Telegames released several new software titles after the Jaguar first perished although they no longer have plans to release any new software. B&C Computer-visions has made several games available to the community in recent years as well. Probably the most widely known and respected Jaguar developer today is Songbird Productions. Since their inception, owner Carl Forhan has actively tracked down software that either complete or almost complete but unreleased during the Jaguar's hey-day. Songbird then licenses or purchases the title and completes any necessary coding and polishing that the game needs. The titles are then released for sale to the public and although they may be priced a little high, they are professionally done cartridge games complete with instructions and boxes. To date, Songbird has released **Protector**, **Hyperforce**, **Skyhammer**, and **Soccer Kid**. Now that the CD encryption code has been found as well, new games are easily and inexpensively released on CD and we Jaguar owners have a lot of good things to look forward to. You can expect to see a lot of new updates to this section when the next version arrives.

Many thanks go to Glenn Bruner and Carl Forhan for helping to put this section together. Glenn had started this section but had to give it up when he was assigned overseas to help the Iraq war effort. Say a prayer for him for his safe return as he truly is an unselfish and dedicated asset to the Jaguar community.

- John Hardie

Section written and maintained by Glenn Bruner & John Hardie. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Carl Forhan.

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete".

U.S. GAME RELEASES

USA

❑ Air Cars ICD \$80/R8 -

Designed by John Sanderson, David / Richard Ebner, Clayton Bradish III, John McNulty. Developed by MidNite Entertainment Group. One of three announced titles from MidNite Entertainment Group, this is the only one that made it out the door. Barely. There is no box for this game; it came packaged in the white cardboard insert found in most all Jaguar titles. The overlay is printed on the back page of the instruction manual. Supports networking of 8 players but good luck finding someone who wouldn't rather slit their wrist than join in a game of Air Cars. It's that bad! B&C Computervisions says reproductions of this game for around \$40. Racing/Combat/Demolition. Supports multiple-system linking. Released 1997.

❑ Alien vs. Predator Atari \$30/R3 +

Designed by Mike Beaton, Andrew Whittaker, Mike Pooler, James Grunke. Developed by Rebellion. One of the best and most frightening games available for the Jag. The name of the Marine in the game is Lance Lewis, one of Atari's programmers/producers. Shooter/First-Person Shooter. Includes overlay(s). SANTULLI SLANT: Though it's a bit dated by today's standards, AVP was one of the best first-person shooters of its day and continues to be one of the most sought-after Jaguar titles. The ability to play as either the Alien, Predator, or a Marine really adds replay value to the game. It's also got plenty of genuinely shocking moments, as you round a quiet corner only to be engaged by a horde of speedy Aliens. Great stuff. [Gr: 8, So: 9, Ga: 8, Ov: 8] Released 1994. #J9008.

❑ Atari Karts Atari \$30/R4

Designed by Filip Hautekeete, Peter Vermeulen, Loic Duval, Jen Smith. Developed by Miracle Designs. According to Atari's Master Part # Listing, this game was originally called Super Kart. How cool is it to have a racing game featuring Bentley Bear? And then to have him compete in the Tempest and Boregas (old Atari street address) Cups? Racing/Kart Racing. Released 1995. #J9091.

❑ Attack of the Mutant Penguins Atari \$12/R4

Designed by Wayne Smithson, Paul Hoggart, Mark Robinson, Dan Cartwright. Developed by Sunrise Games Ltd.. Puzzle/Logic. Released 1995. #J9072.

❑ Battlesphere 4-Play \$75/R8

Designed by Scott LeGrand, Doug "Thunderbird" Engel, Stephanie Wukovitz. Developed by 4-Play. This game was originally called Starbattle. Supports network play of 16 consoles. Simulation/Space Combat. Supports multiple-system linking. Released 1999. #J9807.

❑ Battlesphere Gold ScatoLOGIC \$200/R8

Designed by Scott LeGrand, Doug "Thunderbird" Engel, Stephanie Wukovitz. Developed by 4-Play. Cartridge is housed in clear casing, and the package includes a demo CD and a "JUGS" (Jaguar Unmodified Game Server) device and CD. Network supported. Originally sold for \$159.95. Simulation/Space Combat. Released 2002.

❑ Breakout 2000 Telegames \$50/R3

Designed by Mario Perdue, Richard Degler. Developed by L4 Software. Based on the 1976 Atari coin-op. Box art and game graphics by T. Gary Degler. Distributed by Telegames. Originally planned as an Atari title, Telegames picked up the rights to the game when Atari was nearly out of business. Action/Pong-Style. Released 1996. #J9093.

❑ Brutal Sports Football Telegames \$8/R3

Developed by Teque. It's interesting to note that this game had a bug in the league mode. Telegames released a password that you could enter that would fix this bug. We don't know about you, but we never heard of being able to enter a password to fix a bug. What gives here? Sports/Football. LANDMARK: Telegames' first release for the Jaguar. Released 1994. #JA100.

❑ Bubby in Fractured Furry Atari \$3/R1

Designed by Andrew Seed, Jody Cobb, Steve "Slick" Noake, Alastair Lindsey. Developed by Atari. Action/Platform/Scrolling Screen. EASTER EGGS: Level Passwords - (1) none, (2) 392652, (3) 458227, (4) 958936, (5) 739294, (6) 184792, (7) 812615, (8) 781367, (9) 126712, (10) 236721, (11) 673167, (12) 792323, (13) 672328, (14) 782389, (15) 672345 PERIODICALS: Flux magazine gave this game a C. Released 1994. #J9020.

❑ Cannon Fodder Virgin \$8/R3

Designed by Jools Jameson, Stoo Cambridge, Jon Hare, Christopher D Yates. Developed by Sensible Software. This game is listed on Atari's Master Part # Listing as J9053. Was Atari originally going to release this one? Simulation/Real-Time Strategy. Released 1994. #63-0002762.

❑ Checkered Flag Atari \$3/R1

Designed by Robert Dibley, Justin Rae, Will Davis, James Grunke. Developed by Rebellion. The first and worst driving game for the Jaguar. Trying to capitalize on the famous title from the Atari Lynx, Atari ported this game to the Jaguar. What should've been a Jaguar version of Virtua Racer ended up being Atari's aborted fetus. This game was pushed to market way too soon. Game is only useful for recycling the cartridge shells for new games. Racing/F1/Indy/Stock Cars. LANDMARK: Worst driving game for the Jaguar. EASTER EGGS: Race at Night - Highlight the "Weather" selection on the options menu. Then, press 8, 4, 7, 3. Released 1994. #J9007.

❑ Club Drive Atari \$3/R1

Designed by Todd Powers, Eric Smith, Eric Ginner, Ed Pearson. Developed by Atari. Despite it's lackluster game play, Club Drive had some interesting hidden areas to find while driving. Racing/Miscellaneous Racing. Released 1994. #J9003.

❑ Cybermorph Atari \$3/R1

Designed by Fred Gill, Brian Pollock, Chris Gibbs, Andrew Holtom. Developed by Attention to Detail. In an effort to reduce costs of their base console, Atari started to offer a stripped down version of Cybermorph as a pack-in game. The only things removed were the opening animation and some of the phrases spoken by Skylar. The 2Meg version was only available as a pack-in with no box. Shooter/Third-Person Shooter. LANDMARK: Very first game developed / published for the Jaguar. Atari referenced this game in the developer documentation as the look and feel of games they wanted to appear on the Jaguar. EASTER EGGS: Sector Codes - (1) 1008, (2) 1328, (3) 9325, (4) 9226, (5) 3444, (?) 6009. Enter codes on planet select screen using number keypad. Unlimited Ammo - hold 1+3+5+7+8+9 at the control options screen. A sound will confirm correct code entry. Released 1994. #J9000.

❑ Defender 2000 Atari \$20/R4

Designed by Jeff Minter, Eric Elliot, Chris Thompson, John Skrch. Developed by Atari. Based on the 1980 Williams coin-op. Jugg

Minter's next project after Tempest 2000. While not a bad game, it definitely didn't have the appeal of Tempest 2K. Many claimed it got too hard, too fast. A soundtrack CD was planned for this title as well but has only been seen in proto form. Shooter/Horizontal Scrolling. EASTER EGGS: To access a hidden Pong mini-game, enter NOLAN as a high score name. You should hear "perfect", confirming correct code entry. The game "Plazma Pong" is now selectable as a game option. Released 1995. #J9041.

Q Doom Atari \$10/R3 +

Designed by John Carmack, David Taylor, John Romero, Shawn Green. Developed by Id Software. The original game was written for DOS-based computers by John Carmack, John Romero, Michael Abrash and Dave Taylor. Network support for 2 players. Shooter/First-Person Shooter. Supports multiple-system linking. EASTER EGGS: God mode time, people. Pause a game in play and press 9 4 7 4 9 2 1 0. PERIODICALS: Flux magazine gave this game an A. SANTULLI SLANT: This is, in my humble opinion, the best cartridge version of Doom. 'Nuff said. [Gr: 8, So: 9, Ga: 9, Ov: 9] Released 1994. #J9029.

Q Double Dragon V: The Shadow Falls Tradewest \$5/R2

Developed by Telegames. We weren't happy about the direction Double Dragon took when it went from a side-scrolling beat'em-up to a generic one-on-one tournament fighter but it's not a very good tournament fighter either. Fighting/Tournament Style. Released 1994. #21941.

Q Dragon: The Bruce Lee Story Atari \$5/R2

Developed by Virgin. Based on the 1993 action biography starring Jason Scott Lee. Fighting/Tournament Style. Released 1994. #J9036.

Q Evolution: Dino Dudes Atari \$5/R2

Designed by Andrew Seed, Tony Gascon, Ian Howe, Ted Tahquechi. Developed by Imagitec Design. The Jaguar equivalent of Lemmings! This game contains 80 levels of puzzling enjoyment. You must guide your tribe of cavemen through screen after screen of puzzling obstacles to help your species advance on the food chain. Puzzle/Logic. LANDMARK: Part of the early library of games for the Jaguar EASTER EGGS: Record the spell mumbled sound that the Witch Doctor makes in the game on a computer. Play this backwards for an interesting message. Released 1993. #J9006.

Q Fever Pitch Soccer US Gold \$8/R3

Designed by Nigel Little, Keith Birkett, Rob Mack, Martin Sawkins. Developed by Distinctive Developments, Inc.. Sports/Soccer. Released 1995. #J9106.

Q Fight for Life Atari \$12/R4

Designed by Francois Yves Bertrand, Richard Ho, Silvio Porretta. Developed by Atari. This game received a lot of hype due to the fact that the main programmer, Francois Yves Bertrand, was recruited from Sega where he worked on Virtua Fighter. Fighting/Tournament Style. Released 1995. #J9037.

Q Flashback US Gold \$8/R3 +

Developed by Delphine Studios. Game contains some of the best character animation in games of its time. Game was manufactured outside of Atari by U.S. Gold. Action/2D Adventure. EASTER EGGS: Level Passwords - Easy: Stage 1=LETY Stage 2=BOXER Stage 3=EAGLE Stage 4=STKTON Stage 5=TICKET Stage 6=SUITE Stage 7=PHASER, Medium: Stage 1=RISING Stage 2=ORDO Stage 3=PROFIT Stage 4=PRIZE Stage 5=SKAEPs Stage 6=HITTER Stage 7=TWIN, Hard: Stage 1=RODEO Stage 2=BINGO Stage 3=LSTED Stage 4=DARTS Stage 5=BUDDY Stage 6=MUSIC Stage 7=SHOGI Released 1995. #43175-79126.

Q Flip Out Atari \$8/R3

Designed by Conrad Barski, Shawn Potts, Brian J Geiger, Jeffery

Fullerton. Developed by Gorilla Systems Corporation. An original and addictive puzzle game. Atari also was working on a PC version of this game and actually released a demo of it. Puzzle/Action. Released 1995. #J9040.

Q Hover Strike Atari \$8/R3

Designed by Denis L. Fung, Cary Gee, Craig Suko, Eric Smith. Developed by Atari. According to Atari's Master Part # Listing, this game was originally called "Battlezone 2000". Shooter/Third-Person Shooter. LANDMARK: One of two Jaguar games to be released in both cartridge and CD format. The other game is Iron Soldier 2. Released 1995. #J9009.

Q Hyper Force Songbird \$75/R2 +

Designed by Claude Verstraeten, Kris Van Lier, Tom Willenkens, Kurt Drubbel. Developed by Visual Impact. Listed on Atari's Master Part # Listing as J9081. Carl Forhan obtained the rights to this game and released it under his Songbird Productions label. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> Released 2000. #CF3003.

Q International Sensible Soccer Telegames \$10/R3

Sports/Soccer. Released 1995. #JA250.

Q Iron Soldier Atari \$6/R2 +

Designed by Michael Bittner, Marc Rosocha, Mario Knezovic, Sean Patten. Developed by Eclipse Software. Game demonstrated the power of the Jaguar as a 3D gaming platform with stunning explosion effects, great gameplay, and challenging enemy A.I. Action/Mech Battle/Sim. LANDMARK: First mech warrior style game for the Jaguar. EASTER EGGS: We love smashing things. Having the means to do this on a regular basis is important. So, to play the games with weapons right from the get-go, enter the code 37668242 at the options screen. And if you want unlimited ammunition, enter 272837. The screen will flash if you entered it correctly. Lock and load! BOX DESCRIPTION: "Sixteen different missions - each with a different city to romp through and a new objective to complete. Capture new weapons. Destroy enemy I.S. units in melee combat. Blast helicopters and step on tanks." SANTULLI SLANT: This mech moves like I do on Monday mornings: plodding along, generally breaking things in its path, and eliminating various pests that it encounters while heading for that first cup of coffee. Except there's no coffee in the game. Superb mech sim really did justice to the genre at the time and while it may appear a bit dated, it's still great fun. [Gr: 6, So: 7, Ga: 8, Ov: 8] Released 1994. ©1994 Atari. #J9026.

Q Iron Soldier II Telegames \$60/R6 +

Designed by Michael Bittner, Marc Rosocha, Bleick Blereken, Daniel Hericks. Developed by Eclipse Software. Listed on Atari's Master Part # Listing as J9090. A great sequel to the Jaguar hit Iron Soldier! What differs between this and the CD version of IS2 is the CD version contains movie sequences that help expand on the story line given in the game. First available in CD format from Telegames and later offered in cartridge format. Action/Mech Battle/Sim. LANDMARK: One of two Jaguar games to be released in both cartridge and CD format. The other game is Hover Strike. Released 1997. #JA910.

Q I-War Atari \$8/R3

Designed by Karl Vest, Andrew Seed, Emerson Best, Andy Noble. Developed by Imagitec Design. According to Atari's Master Part # Listing, this game was originally called "Dreadnaught". Released 1995. #J9043.

Q Kasumi Ninja Atari \$8/R2

Designed by Pete 'Ninja God' Wiseman, Nob Nicholson, Tony Stockton, Mark Lyhan. Developed by Atari. Atari packaged this game with an exclusive Kasumi Ninja headband. It's interesting to

note that this game featured a password lock that parents could utilize to turn off the blood in the game. Fighting/Tournament Style. PERIODICALS: Flux magazine gave this game a C. Released 1994. #J9012.

- Missile Command 3D** **Atari** **\$25/R4**
Designed by Martin Brownlow, Robert Powers, Scot Jones, Mark Brown. Developed by Virtuality Entertainment, Ltd.. Based on the 1980 Atari coin-op. According to Atari's Master Part # Listing, this game was originally called "Missile Command VR". Atari couldn't hold this title up any longer while the fate of the VR headset was in doubt so it released it with the VR code intact. Just find yourself a VR headset and you're good to go. Shooter/Fixed-Screen. SANTULLI SLANT: One of the better updates to the classic Atari titles (something that Breakout 2000 and Defender 2000 didn't quite achieve), you can play the original game, a visually enhanced original game, and an all-new perspective where you are down on the ground firing up on the incoming missiles. Solid title all around but really needs a trak-ball for total enjoyment. [Gr: 7, 7o: 7, Ga: 8, Ov: 8] Released 1995. #J9097.
- NBA Jam Tournament Edition Atari** **\$10/R3**
Designed by Adisak Pochanayon, Brian V McGroarty, Damien Davis, Eric Nofsinger. Developed by High Voltage Software. Based on the 1993 Midway coin-op. Sports/Basketball. Multiplayer adapter compatible. Released 1996. #J9089.
- Pinball Fantasies** **21st Century** **\$7/R3**
Designed by Chris Jones, Martin McKenzie, Markus Nystrom, Olof Gustafsson. Developed by Spidersoft. Traditional/Video Pinball. Released 1995. #J0144.
- Pitfall: The Mayan Adventure Atari** **\$15/R3**
Designed by Nigel Conroy, Ian Howe. Developed by Imagitec Design. Action/Platform/Scrolling Screen. EASTER EGGS: To access the original Atari 2600 classic, highlight "info" on the main screen, press C (x26) then Down. Released 1995. #J9101.
- Power Drive Rally** **Time Warner** **\$8/R3**
Developed by Rage Software. An early Jaguar brochure has this game listed as "Rage Rally". There are two different boxes for this game. The European version has a different picture on the box. Racing/Rally/Off-Road. Released 1994. #31763-1153.
- Protector** **Songbird** **\$75/R4 +**
Designed by Carl Forhan, Joergen Bech, Torben Larsen, Scott Ramsey. Developed by Bethesda/Songbird. Carl Forhan obtained the rights to this game and released it under his Songbird Productions label. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> Shooter/Horizontal Scrolling. Released 1999. #CF3004.
- Protector SE** **Songbird** **\$75/R3 +**
Designed by Carl Forhan, Joergen Bech, Torben Larsen, Scott Ramsey. Developed by Bethesda/Songbird. The Special Edition (SE) version of Protector features new graphics, music, level layouts, and an easier difficulty level. The cartridge also contains the Songbird Jag-Free CD Encryption Bypass code that enables you to run unencrypted CDs. The game came with a demo CD of the game Native. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> Shooter/Horizontal Scrolling. Released 2002.
- Raiden** **Atari** **\$5/R2**
Designed by Nigel Conroy, Colin Jackson, Steve "Slick" Noake, Ian Howe. Developed by Imagitec Design. Based on the 1990 Seibu Kaihatsu coin-op. Shooter/Vertical Scrolling. Released 1993. #J9005.
- Rayman** **Ubi Soft** **\$15/R3**
Designed by Micheal Ancel, Frederic Houde, Alexandra Steible.

Developed by Ubi Soft. Action/Platform/Scrolling Screen. EASTER EGGS: To access the hidden Breakout mini-game, press 1, 3, 6, 4 when the "walking hands" appear during the opening sequence. A message will confirm correct code entry. Successfully complete the mini-game to get unlimited continues during the main game, too. Released 1995. #C36697.

- Ruiner Pinball** **Atari** **\$10/R3**
Designed by Scott Corley, Mike Baker, Cary Penczek, Kerry J Ganofsky. Developed by High Voltage Software. Traditional/Video Pinball. Released 1995. #J9061.
- Skyhammer** **Songbird** **\$80/R2**
Designed by Chris Kingsley, Jason Kingsley, Carl Forhan, Chris Fox. Developed by Rebellion. This game was originally called "Hammerhead". Carl Forhan obtained the rights to this game and released it under his Songbird Productions label. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> Simulation/Air Vehicle Combat. Released 2000. #CF3001.
- Soccer Kid** **Songbird** **\$75/R2**
a.k.a. Marko
Designed by Krisalis Software. Listed on Atari's Master Part # Listing as J9065. Carl Forhan obtained the rights to this game and released it under his Songbird Productions label. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> Action/Platform/Scrolling Screen. Released 2000. #CF3002.
- Super Burnout** **Atari** **\$8/R3**
Designed by Olivier Nallet, Tan Kheang, Olivier Baron, Alex Ekian. Developed by Virtual X/ Shen Tech. Racing/Motocross/Cycle. Released 1995. #J9052.
- Supercross 3D** **Atari** **\$8/R3**
Designed by Chris Brunning, Barry Armstrong, John Prince, Dympra Forkin. Developed by Tiertex Ltd. Racing/Motocross/Cycle. Released 1995. #J9044.
- Syndicate** **Ocean** **\$8/R3**
Designed by Alan Wright, Mike Diskett, Paul McLaughlin, Chris Hill. Developed by Bullfrog. This game is listed on Atari's Master Part # Listing as J9063. Was Atari originally going to release this one? Simulation/Real-Time Strategy. Released 1995. #8002-SYNJAG.
- Tempest 2000** **Atari** **\$15/R2 +**
Designed by Jeff Minter, Joby Wood, Ted Tahquechi, Carrie Tahquechi. Developed by Llamasoft. This game is probably responsible for half of the Jaguar's sales. Easily, the best game for the Jag. The voice that says "YES! YES! YES!" during the game belongs to Carrie Tahquechi, the wife of Atari producer Ted Tahquechi. Shooter/Fixed-Screen. SANTULLI SLANT: Say what you will about the Atari Jaguar, but I'll be damned if I'm going to stand idly by if you bash the entire library, for one of the era's true classics is Tempest 2000. This is a shooter in the purest sense: terrific control, mesmerizing graphics, intense speed and some of the best, most original music to appear on a game console ever. The game was later modified for PlayStation and Saturn and even spawned a sequel designed by Minter himself for the NUON, but nothing quite captured the magic of this original Jaguar release. A "must play". [Gr: 9, 9o: 10, Ga: 10, Ov: 10] Released 1994. #J9010.
- Theme Park** **Ocean** **\$8/R3**
Designed by Mike Diskett, Alan Wright, Paul McLaughlin, Chris Hill. Developed by Bullfrog. This game is listed on Atari's Master Part # Listing as J9064. Was Atari originally going to release this one? Simulation/Resource Management. Released 1995. #L8001-TPKJAG.

- Towers II** **Telegames** **\$60/R6**
Designed by Vince Valenti, Jag Jaeger. Developed by JV Games. Based on the popular PC game. Released 1996. #JA256.
- Trevor McFur in the Crescent Galaxy** **Atari** **\$3/R1**
Designed by Eric Ginner, Andrew J Burgess, Susan McBride, Lx Rudis. Developed by Atari. One of three titles available with the launch of the Jaguar. Other two titles were Raiden and Evolution: Dino Dudes. The cartridge shell for this is different than the standard shell for later released Jaguar games. The shell is more of a black color than the later dark grey that Atari changed to. Shooter/Horizontal Scrolling. LANDMARK: First of three games released for Jaguar. EASTER EGGS: Enable Cheats - press 1, 1, 9, 3 on title screen to enable cheat mode. Press one of the following buttons on controller two during game play to activate the corresponding cheat function: Option = Skip to next stage, Right / Left = Speed up / Slow down enemies/background graphics, A / B = Speed up / Slow down foreground graphics, C = Fire special weapon without depleting inventory, 1 = Power up gun, 2 = Cycle through bomb power-ups, 3 = Mark other moons as completed, 4 = Toggle invincibility, 0 = Cycle through sound effects, * = Play sound effect Released 1996. #J9001.
- Troy Aikman NFL Football** **Williams** **\$5/R3**
Designed by Richard S Wong, David G Mahaffey, Scott Vollmer, Michael Hunley. Developed by Telegames. Being a Dallas Cowboy fan, John Hardie finds it hard to bestow anything other than praise on this game. Sports/Football. Released 1994. #21942.
- Ultra Vortek** **Atari** **\$12/R4**
Designed by Kris N Johnson, Jim Meier, Curt Hatch, Dale Meier. Developed by Beyond Games. The original title for this game was Ultra Vortek. Beyond Games showed a beautiful Ultra Vortek custom arcade cabinet at one of the CES shows. Fighting/Tournament Style. EASTER EGGS: Ultra Vortek is the only game that has code to support modem play with the unreleased Jaguar Voice Modem. At the title screen, press "911" on the keypad. Released 1995. #J9082.
- Val d'Iserre Skiing & Snowboarding** **Atari** **\$5/R2**
Designed by Vincent Baillet, Oliver Richez, Philippe Tesson, Dragan Nestorowski. Developed by Virtual Studio. According to Atari's Master Part # Listing, this game was originally called "Extreme Skiing". Maybe it would have sold better with that name as people wouldn't have had to figure out how to pronounce Val d'Iserre before asking for this game. Sports/Skiing/Snowboarding. Released 1994. #J9060.
- White Men Can't Jump** **Atari** **\$12/R4**
Designed by Adisak Pochanayon, Brian McGroarty, Nate Troast, Eric Nofsinger. Developed by High Voltage Software. Packaged with the 4 player Team Tap. Sports/Basketball. Multiplayer adapter compatible. Released 1995. #J9070.
- Wolfenstein 3D** **Atari** **\$3/R1**
Designed by John Carmack, David Taylor, John Romero, Shawn Green. Developed by Id Software. The classic Wolfenstein came out great on the Jag. Shooter/First-Person Shooter. Released 1994. #JA028.
- Worms** **Telegames** **\$70/R7**
Designed by Peter Opdam, Gary Symons, Karl Morton, Andy Davidson. Developed by Team 17. Puzzle/Action. Released 1998. #JA103.
- Zero 5** **Telegames** **\$60/R6**
Designed by Matthew Gosling, Dave Pratt, Sean Baggaley, Mark Bloomfield. Developed by Caspian Software Ltd. This game is listed

on Atari's Master Part # Listing as J9107. Telegames got the rights to this unreleased game when Atari went under. Released 1996. #JA011.

- Zool 2: He's Back...** **Atari** **\$5/R2**
Designed by Trevor Raynsford, James Hartshorn, Colin Jackson, Andy Findlay. Developed by Gremlin Interactive. A sequel to "Zool: Ninja of the Nth Dimension". Action/Platform/Scrolling Screen. PERIODICALS: Flux magazine gave this game a B-. Released 1994. #J9042.
- Zoop** **Atari** **\$8/R3**
Designed by Andrew Nixon, Aaron Fothergill, Adam Fothergill, Steve Field. Developed by Electric Spectacle. Another puzzle game. Not too bad. Puzzle/Action. Released 1995. #J9109.
- Total # of items for this section: **57**

HOME BREW GAMES

- Bypass Cartridge** **B&C** **\$40/R2**
Designed by Glenn Bruner. Developed by B&C. This is a cartridge version of the CD boot code that Atari provided to developers to help boot un-encrypted (or authenticated) Jaguar CD's. This code was modified to support the universal encryption header to facilitate CD boot bypass. All versions of this cartridge sold since CGE 2003 now contain the 93C86 2,048 byte CD based game save serial EEPROM for future CD based game support.
- CGE 5th Anniversary CD** **Songbird** **\$60/R5**
Designed by Carl Forhan. Developed by Songbird Productions. Created exclusively for Classic Gaming Expo 2002. Only 60 of these were ever made. The CD features a Slideshow of pictures from past CGE events. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> Released 2002. #CF30B2.
- Gorf 2000** **Unknown** **\$0/R10**
Designed by Steve Scavone. Developed by Krunch Corp. Announced many years ago, it doesn't look like this title will ever see the light of day.
- Jag-Ads** **Songbird** **\$25/R3 +**
Designed by Glenn Bruner, Scott Sanders, Mike Fulton. Developed by Minuteman Productions. A Jaguar TV commercial compilation that plays on the Atari Jaguar itself. Contains just under 60 minutes of video footage. Everything from the original Jaguar TV commercial teaser to the ill fated 27 minute infomercial that Atari attempted to use to boost Jaguar sales. Commercials vary in quality from very good to poor quality due to Cinepak compression that Atari used for the Jaguar CD. Not all commercials were aired on the TV. Some commercials were released only on the internet (e.g. Battlesphere commercials from 4 Play). Makes use of the Jaguar Cinepak player code written by Scott Sanders. CD is not encrypted and requires a CD boot bypass (cartridge or modified system). Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> LANDMARK: Contains the largest amount of full screen video than any other Jaguar CD made. EASTER EGGS: Videos that don't occupy the full screen can be rotated around. One video that meets this criteria is the Iron Soldier commercial. Released 08/09/03.
- Mad Bodies** **Force Design** **\$0/R0**
Designed by Scott Walters, Terance Williams. Developed by Force Design. A new form of evil is out and only ETHunter, Clay, Skip, Thunderbird, and Wes are trained enough to stop the devastating madness. The Graphics Man caused with fusing the world's reality within his ebionic mind to rule all! And the only way to get The

Graphics Man is to enter the Dark Knight Games tournament co-hosted by Dave Vaporware! Mad Bodies contain 10 stages of solid gameplay, colorful graphics, excellent SFX, and cool bosses. Originally slated for the Jaguar CD, Mad Bodies is a an original game title developed by programmers / artists that are part of the Jaguar Underground Developer (UGD) community. The CD load times had become a serious issue for the gameplay so the game was re-developed for cartridge. As of this writing, game is in beta test. Plan for release in sometime late 2003 or early 2004.

- ☐ **Painter** **Sinister Dev** **\$25/R3 +**
Designed by Gordon Gibson, David Crawford, Dave Cowan. Developed by Sinister Developments. An game reminiscent of the arcade game Amidar where you must outrun a monster who's sole purpose is to chase after you. You complete levels by painting the lines around boxes to fill in squares formed by lines. Level is complete when all boxes are filled. Game has a great techno style music throughout the game. Based on original ST version by same authors, Painter is the first original homebrew game title released for the Jaguar after the system's demise. Gameplay is challenging and provides an addicting gameplay that will keep you coming back for more. This version of the game CD is not encrypted and requires a CD boot bypass (cartridge or modified system). Game author has plans of offering an encrypted version with game feature enhancements. LANDMARK: First original homebrew title for the Jaguar CD. BOX DESCRIPTION: "Play Painter, 100 levels of retro gaming fun for all ages. The object of the game is simple. Outline all of the boxes before the monsters catch you and before the timer runs out. Your only defense against the monsters is to cut holes in the grid to for" Released 08/09/03.

- ☐ **Painter: JagFest 2003** **Sinister Dev** **\$25/R4 + Special Edition**
Designed by Gordon Gibson, David Crawford, Dave Cowan. Developed by Sinister Developments. An game reminiscent of the arcade game Amidar where you must outrun a monster who's sole purpose is to chase after you. You complete levels by painting the lines around boxes to fill in squares formed by lines. Level is complete when all boxes are filled. Game has a great techno style music throughout the game. Based on original ST version by same authors, Painter is the first original homebrew game title released for the Jaguar after the system's demise. Gameplay is challenging and provides an addicting gameplay that will keep you coming back for more. This version has special JagFest levels that the regular release doesn't have. In addition there is a scrolling text display that displays during CD booting with a long message from the game author. Only 50 serial numbered versions exist of this special edition. This special version of the game CD is not encrypted and requires a CD boot bypass (cartridge or modified system). Not known if a special encrypted version will be offered. EASTER EGGS: The JagFest 2003 version contains a scrolling text window at startup that details a level code to access the Slam Racer game. BOX DESCRIPTION: "Play Painter, 100 levels of retro gaming fun for all ages. The object of the game is simple. Outline all of the boxes before the monsters catch you and before the timer runs out. Your only defense against the monsters is to cut holes in the grid to for" Released 08/09/03.

Total # of items for this section: 7

PROTOTYPES AND ONE OF A KINDS

- ☐ **American Hero CD** **Atari** **\$0/R10**
Designed by David Schwartz, David Brandes. Developed by Atari.

You play an agent by the name of Jack. You're hired by the military to help recover an anti-virus formula and stop a mad-man Nazi dictator, Kruger, who intends to release a mind-control virus on the city of Los Angeles. You're lured into the mission by the fact a close acquaintance of yours, by the name of Laura, who is being held by Kruger. This was the first full-length full motion video (FMV) game originally developed by Atari for the Jaguar CD but later intended for the PC under the Atari Interactive label. Based on the Jaguar GameFilm technology patented by the creator, David Schwartz. Atari paid around one million dollars to have this film shot for the game. The game only exists in a short demo form which contains around 20 minutes of gameplay. The game is adult orientated and contains nudity, violence, and strong sexual content (Joe Lieberman eat your heart out! Makes Night Trap look extremely tame!). Game stars Timothy Bottoms (Jack), Musetta Vander (Laura), and Gustav Vintas (Kruger). Only Timothy Bottoms appears in the demo. Other actors are unknown. Some copies sold were not encrypted and require a CD boot bypass (cartridge or modified system). Future versions may be available using recently discovered encryption keys. Action/Full-Motion Video. LANDMARK: Only one of two games for the Jaguar to use the Jaguar GameFilm technology developed by David Schwartz. What makes this stand out from the FMV's that appeared on the Sega CD is that your given more than just two choices in branch points in the game and t EASTER EGGS: This title will support game saves to the Memory Track cartridge and supports video play pause (but without a mute feature). Features can be accessed through the option button. Released 2003.

- ☐ **Arena Football** **Atari** **\$0/R10**
Developed by V Real. Listed on Atari's Master Part # Listing. Listed in a Jaguar brochure as coming in 1995. A prototype of this game has been found although it's very early in development. #J9057.
- ☐ **Caves of Fear** **B&C** **\$0/R10**
Designed by David Schwartz. Developed by Atari. Listed on Atari's Master Part # Listing. B&C found this unreleased Atari game in a pile of salvage Atari CDs and subsequently released it. You play an agent by the name of Jack Armstrong. You play a CIA operative on a mission in Uruguay. You are there to take over a mission from another agent by the name of Becker. Becker provides you with a disk detailing your mission and informs you that you must do what you can to penetrate the World White Organization, a white supremacist organization trying to develop a virus to rid the planet of non-white races. This was the first full motion video (FMV) game originally developed by Atari for the Jaguar CD and used as a technology demonstration of the Jaguar GameFilm technology. The game contains violence. Actors that appear in game are unknown. Some CD's sold were not encrypted and require a CD boot bypass (cartridge or modified system). Future versions will be encrypted using recently discovered encryption keys. Action/Full-Motion Video. LANDMARK: Only one of two games for the Jaguar to use the Jaguar GameFilm technology developed by David Schwartz. What makes this stand out from the FMV's that appeared on the Sega CD is that your given more than just two choices in branch points in the game and t Released 2002. #J9068.

- ☐ **Jaguar Flash Cartridge** **Atari** **\$100/R4**
Designed by Tim Dunn. Developed by Atari. A cartridge designed to download cartridge ROM images from a PC. The Flash cartridge was originally intended to be used in a cable TV based Jaguar game channel. Intended for test market in Orlando, Florida on a Time-Warner own cable system. The Flash cartridge end up becoming a cartridge used by developers to try out compiled versions of their games and for Atari to loan to magazine reviewers intended for upcoming release. The price can vary on these depending if a unique game, or version of a game, is loaded on them. The price indicated is the lowest seen being sold for on eBay. LANDMARK: The code used in the Flash cartridge boot ROM became the basis

for the first encryption bypass method designed for the Jaguar using a hardware based bypass method. Games that are based on the hardware bypass don't have the typical Jaguar logo on startup. EASTER EGGS: If you hold '3' on controller one while starting up the game you will get the Flash cartridge screen indicating that's it's erasing the cartridge. Don't worry. The code is trying to erase Flash RAM chips. The cartridge contains one-time-program ROM chips that can't be erased by the code. Can give a pretty good scare to someone not familiar with this! Released 1994.

- ☐ **Livewire** **Atari** **\$999/R10**
Developed by Black Scorpion. Game is a "top-down" shoot-em-up. You navigate a ship through a maze, shooting all the enemy (and there are plenty of them). There should be three levels in all, each having quite different graphics. Features some of the most amazing 3D graphics, with true perspective, realistic explosions (not like the crap ones in Cybermorph), and some excellent shading and lighting, all this according to the game developer. The game was never seen before on an Atari Jaguar. Rumored that VERY FEW (5? 10?) copies of this game currently exist worldwide.

- ☐ **Phaze Zero Demo** **Songbird** **\$0/R10**
Designed by Jeremy Gordon, Paul, Otavio, Matias. Developed by Hyper Image. A 3D blaster that uses the rather bizarre VOXEL technology (as seen in Comanche on the Mega CD) to create smooth, undulating landscapes. What the game makes up in slick motion, it lacks in clarity. The game is at a very early state at the moment and only exists as a demo version on cartridge. Songbird Productions has indicated they are attempting to obtain the source and see if the game can be completed one day. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> LANDMARK: Use of Voxel technology for graphic rendering. Interview with developers about the game and voxel technology can be seen on the Atari Explorer On-line 1995 video. Released 2002.

- ☐ **Robinson's Requiem CD** **Atari** **\$0/R10**
Listed on Atari's Master Part # Listing. Listed in a Jaguar brochure as coming in 1995. #J9047.

- ☐ **Soulstar (CD)** **Atari** **\$0/R10**
Developed by Core Design. Listed on Atari's Master Part # Listing. #J9077.

- ☐ **Space War 2000** **B&C** **\$0/R10**
Designed by Rob Zdybel. Developed by Atari. Listed on Atari's Master Part # Listing. B&C released this game several years after Atari went under. The game is unfinished. EASTER EGGS: This is really not an easter egg, but the bald-headed guy with three eyes that appears in the game is none other than Lance Lewis himself. Lance was Atari's top game tester for the Jaguar and also appears in the game Alien Vs. Predator. Released 2001. #PA9027.

- ☐ **Thea Realm Fighters** **High Voltage** **\$0/R10**
Designed by Eric Nofsinger. Developed by High Voltage Software. Thea Realm Fighters is a Mortal Kombat style fighting game for the Jaguar. What makes this stand out from Kasumi Ninja and Ultra Vortex is that the game features some of the same actors from the original Mortal Kombat I and II arcade game. These actors (Ho Sung Pak, Dr. Phillip Ahn, MD, Katalin Zamari, and Daniel Pesina) were upset about the low royalties they received from the Mortal Kombat games. They decided to branch out on their own and teamed up with High Voltage Software. High Voltage had produced a graphically superior fighting game for the Jaguar that would've given this genre of games on the Jaguar some well deserved respect. The game was to feature around 25-plus characters to compete against in 30 different backgrounds in four different modes. High Voltage has announced publicly at CGE 2003 that, if they find the source code, they would like to release the source to the public. Time will tell if they can make this happen. #J9032.

- ☐ **Total Carnage** **Atari** **\$0/R10**
Developed by Hand Made Software. Based on the smash arcade hit.

- ☐ **Varuna's Forces** **Atari** **\$0/R10**
Listed on Atari's Master Part # Listing. #J9066.

- ☐ **Virtual VCS** **Temp Sanity** **\$0/R9**
Developed by Temp Sanity. 2600 emulator for the Jaguar. This was TSD's entry as a developer for the Jaguar. They completed about 50% of the emulator. Emulated about 9 Atari 2600 games but without sound and collision detection. Some games running on it were Pac-Man, Combat, Adventure, and Yars Revenge. Source code is currently in the hands of Songbird Productions along with only known EPROM copy on cartridge. But ROM files of this have been circulated around.

Total # of items for this section: **13**

HARDWARE AND PERIPHERALS

- ☐ **JUGS** **SeatoLOGIC** **\$30/R2**
Designed by Doug "Thunderbird" Engel, Scott LeGrand. Developed by 4-Play. "JUGS" (Jaguar Unmodified Game Server) is a developer app that allows you to hook your Jaguar up to a PC and play the network version of Battlesphere. This was offered free with Battlesphere and Battlesphere Gold and consists of the device itself and the CD software. Requires JagLink and a PC, of course. Also allows play of homebrews and demos which is typically a problem due to the Jaguar's encryption scheme.

- ☐ **Memory Track** **Atari** **\$5/R2**
Developed by Atari. LANDMARK: Virtual VCS contains a real-time morphing of a Julia set fractal with text overlay on their title screen. This same display was used by 4-Play in Battlesphere and Battlesphere Gold. Released 1995. #J8911.

- ☐ **Tempest 2000 Soundtrack** **Atari** **\$5/R2**
Developed by Imagitec Design. A music CD featuring all of the music from the Tempest 2000 game. Came packaged with the Jaguar CD unit. Released 1995. #J8909.

Total # of items for this section: **3**

RUMOR MILL

- ☐ **Alien Vs. Predator (CD)** **Atari** **\$0/R0**
Developed by Beyond Games. Listed on Atari's Master Part # Listing. An expanded version of Atari's awesome Alien Vs. Predator was to be released on CD. #J9073.

- ☐ **Arena Fighting** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9024.

- ☐ **Assault** **Atari** **\$0/R0**
Developed by MidNite Entertainment Group. Listed in a Jaguar brochure as coming in 1995. This was one of three titles announced by MidNite Entertainment along with Dungeon Depths and Air Cars.

- ☐ **Batman Forever** **Atari** **\$0/R0**
Based on the 1995 action/fantasy movie. Listed on Atari's Master Part # Listing. #J9049.

- ☐ **Battle Chess** **Atari** **\$0/R0**
Original game designed by Michael Quarles, Jay Patel, and Tropy P.

Worrell. Listed on Atari's Master Part # Listing. #J9062.

- ☐ **Battlewheels** **Atari** **\$0/R0**
Developed by Beyond Games. Listed in a Jaguar brochure as coming in 1995. An updated version of the Lynx classic.
- ☐ **Black Ice / White Noise** **Atari** **\$0/R0**
See "Chaos Agenda".
- ☐ **Bowling** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9059.
- ☐ **Brett Hull Hockey** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9021.
- ☐ **Brett Hull Hockey (CD)** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing with 2 different part numbers. Listed in a Jaguar brochure as coming in 1995. #J9084, J9105.
- ☐ **Bug, The** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9079.
- ☐ **Centipede 2000** **Atari** **\$0/R0**
Designed by Jeff Kilgroe. Developed by Dark Science Software. Game was started but seems to be lost. No proto has surfaced.
- ☐ **Chaos Agenda** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. This game eventually became Black Ice/White Noise. #J9034.
- ☐ **Charles Barkley Basketball** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9018.
- ☐ **Commander Blood CD** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9094.
- ☐ **Commando** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9048.
- ☐ **Conan** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Shown in action at one of the CES shows, no known copies seem to have survived. Probably on some developer's hard drive. #J9080.
- ☐ **Creature Shock (CD)** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Listed in a Jaguar brochure as coming in 1995. #J9033.
- ☐ **Dactyl Joust** **High Voltage** **\$0/R0**
Designed by Eric Nofsinger. Developed by High Voltage Software. Listed on Atari's Master Part # Listing. Listed in a Jaguar brochure as coming in 1995. Dactyl Joust was to be a 3D version of Joust for the Jaguar. Players would fly on the backs of flying creatures, that resemble Pterodactyls from the dinosaur age, and have jousting matches flying over an arena. Only work of this game that has been seen is a AVI video that High Voltage Software provided to Jaguar fans during JagFest at CGE 2003. High Voltage had proven that a skilled developer could develop games on the Jaguar that could rival PlayStation games of that era. Too bad Lara Croft didn't make it onto the Cat! #J9038.
- ☐ **Dante's Inferno CD** **Atari** **\$0/R0**
Developed by Gorilla Systems Corporation. Listed on Atari's Master Part # Listing. #J9039.
- ☐ **Deathwatch** **Atari** **\$0/R0**
Developed by Data Design.
- ☐ **Demolition Man CD** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Listed in a Jaguar brochure as coming in 1995. #J9035.

- ☐ **Dracula** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9051.
- ☐ **Dude Messiah** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9004.
- ☐ **Dune Raider** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9096.
- ☐ **Dungeon** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9014.
- ☐ **Dungeon Depths** **Atari** **\$0/R0**
Developed by MidNite Entertainment Group. Listed in a Jaguar brochure as coming in 1995. This was one of three titles announced by MidNite Entertainment along with Assault and Air Cars.
- ☐ **Exorex** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9102.
- ☐ **F1 Racer** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. This game was eventually released by Telegames as World Tour Racing on CD. #J9067.
- ☐ **Frank Thomas Baseball** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9085.
- ☐ **Freelancer 2120** **Atari** **\$0/R0**
Developed by Imagitec Design. Listed on Atari's Master Part # Listing. #J9046.
- ☐ **Gotcha** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9110.
- ☐ **Graham Gooch Cricket** **Telegames** **\$0/R0**
Listed in a Jaguar brochure as coming in 1995. Telegames has once again left the Jaguar community hanging by not releasing this high-powered Cricket game.
- ☐ **Green Thang** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9054.
- ☐ **Hammerhead** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. This game eventually became "Skyhammer". #J9030.
- ☐ **Hardball III** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9022.
- ☐ **Highlander II** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9074.
- ☐ **Highlander III** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9075.
- ☐ **Horrorscope** **Atari** **\$0/R0**
Developed by V Real. See "Zodiac Fighters".
- ☐ **Hosenose and Booger** **Unknown** **\$0/R0**
Developed by All Systems Go. All Systems Go also advertised a cartridge jukebox for the Jaguar that would let you select between 6 different games.
- ☐ **Hover Hunter** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. This game eventually became Phase Zero. #J9092.
- ☐ **Icon** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9015.
- ☐ **Indiana Jags** **Atari** **\$0/R0**
Developed by Virtual Experience. Screenshots of this title were shown early in the Jaguar's life.

- Ironman** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9087.
- Jack Nicklaus Cyber Golf (CD)** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Listed in a Jaguar brochure as coming in 1995. #J9023.
- James Pond 3** **Telegames** **\$0/R0**
Listed in a Jaguar brochure as coming in 1995.
- Kasumi Ninja II** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. It was rumored that this was to be a CD follow-up to the original. No proof has been found to date. #J9050.
- Legions of the Undead** **Atari** **\$0/R0**
Developed by Rebellion.
- Magic Carpet** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Based on the popular PC title. #J9076.
- Max Force** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9071.
- Mortal Kombat III** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9088.
- NFL Football** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9013.
- Outpost** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9056.
- Phear** **Atari** **\$0/R0**
Developed by H2O Design. Shown at CES, the developer of this title was wooed away by Nintendo and eventually released the game as Tetrisphere for Nintendo's console.
- Redemption (CD)** **Atari** **\$0/R0**
Listed in a Jaguar brochure as coming in 1995.
- Return Fire** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9100.
- Return Fire (CD)** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9108.
- Return to Zork** **Atari** **\$0/R0**
Developed by Activision.
- Rocky Horror Interactive** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Although unreleased for the Jaguar, a PC demo by the same name was released by Atari Interactive. #J9095.
- Space Junk** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9045.
- Space Pirates** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9002.
- Star Raiders 2000** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9025.
- Sudden Impact** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9099.
- Summer Games II** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #J9104.
- Tiny Toons Adventures** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. This title was shown and

advertised many times. It has been confirmed to exist although there is no known copy around today. There were rumors that Telegames had gotten involved with this title but no additional information is known. #J9011.

- Zodiac Fighters** **Atari** **\$0/R0**
Developed by V Real. Listed on Atari's Master Part # Listing. Listed in a Jaguar brochure as coming in 1995. This game was originally called "Horrorscope". #J9058.
- Zone Hunter VR** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Another title designed to be used with Atari's VR headset. #J9098.
- Total # of items for this section: **67**

CD ROM GAMES

- Baldies** **Atari** **\$7/R3**
Developed by Creative Edge. Released 1995. #J9055.
- Battlemorph** **Atari** **\$7/R3**
Designed by Sadge, Fred Gill, Peter Long, Andrew Holtom. Developed by Attention to Detail. This sequel to Cybermorph is every bit as good as the original. Released 1995. #J9017.
- Blue Lightning** **Atari** **\$1/R1 -**
Designed by Jon Howard, Andrew "Dude" Howe, Fred Gill, Peter Long. Developed by Attention to Detail. Ack!! How could one of the greatest Lynx games made become the scourge of the Jaguar CD library? We're still scratching our heads. Thankfully, Atari included this game with the CD system. We think they knew better than to try and charge money for it. Released 1995. #J9016.
- Braindead 13** **ReadySoft** **\$8/R3**
Designed by Pierre Proulx, Riccardo Durante, David Quesselle, Richard Livingston. Developed by ReadySoft. ReadySoft created this title using the Dragon's Lair branching control style of movement. Action/Full-Motion Video (Animated). Released 1995. #35028.
- Dragon's Lair** **ReadySoft** **\$8/R3**
Developed by ReadySoft. Based on the 1983 Cinematronics coin-op. This was the first blockbuster of the genre, though it wasn't the first game in the genre (that distinction is given to Sega's coin-op Astron Belt). Dragon's Lair is strictly a game of memorization, as there is a very linear sequence of events required to guide Dirk the Daring through the castle. The highlight is the animation, courtesy of Don Bluth, John Pomeroy, and Gary Goldman. The classic laser coin-op plays well on the Jag. Action/Full-Motion Video (Animated). Released 1995. #35003.
- Highlander** **Atari** **\$8/R3**
An adventure trilogy based on the popular movie and television license. Unfortunately parts 2 & 3 were never released. Released 1995. #J9031.
- Hover Strike: Unconquered Lands** **Atari** **\$12/R4**
Designed by Denis L Fung, Eric Smith, Craig Suko, Cary Gee. Developed by Atari. A CD sequel to the Hover Strike cartridge. LANDMARK: One of two Jaguar games to be released in both cartridge and CD format. The other game is Iron Soldier 2. Released 1995. #J9086.
- Iron Soldier II (CD)** **Telegames** **\$35/R5 +**
Designed by Michael Bittner, Marc Rosocha, Bleick Bleren, Daniel Hericks. Developed by Eclipse Software. A CD sequel to the Iron Soldier cartridge. What differs between this and the cartridge

version of IS2 is the CD version contains movie sequences that help expand on the story line given in the game. Plus the CD version uses music from CD tracks instead of compacted audio sequences stored in cartridge ROM. When initially published by Telegames the game was sold on CDR format due to problems with getting glass masters to pass the authentication check on the Jaguar. Not known how many CDR copies were made by Telegames. LANDMARK: One of two Jaguar games to be released in both cartridge and CD format. The other game is Hover Strike. Released 1996. #JA910.

- ☐ **Myst** **Atari** **\$8/R3**
Designed by Scott Sanders, Eric Elliott, Bryce Nakagawa, Tal Funke-Bilu. Developed by Atari. Original game designed by Rand Miller and Robyn Miller. Appeared on just about any system that could play CD-ROMs in the 1990's. Released 1995. #J9069.

- ☐ **Primal Rage** **Time Warner** **\$12/R4**
Designed by Nigel Little, Terry Ford, Andy Brock, Dennis Harper. Developed by Probe. Based on the 1994 Atari Games coin-op. Released 1995. #301108-0182.

- ☐ **Space Ace** **ReadySoft** **\$8/R3**
Developed by ReadySoft. Based on the 1984 Cinematronics coin-op. Designed by the same team that brought us Dragon's Lair, here is Dragon's Lair set in the future, with a gun instead of a sword, and with the ability to transform puny Dexter into powerful Ace. The long-standing issue between fans of these games is "Who is hotter, Kimmy from Space Ace or Daphne from Dragon's Lair?" Send us your vote, it's very important. The classic laser coin-op plays well on the Jag. Action/Full-Motion Video (Animated). Released 1995. #35008.

- ☐ **Vid Grid** **Atari** **\$7/R3**
Designed by Brian McGroarty, Eric Nofsigner, Rich Fiore, Kerry J Ganofsky. Developed by High Voltage Software. A great music video/puzzle game that is highly addicting. Came packaged with the Jaguar CD console. Released 1995. #J9078.

- ☐ **World Tour Racing** **Telegames** **\$35/R5**
Developed by Teque. This title was originally known as "F1 Racing". Released 1997. #JA152.

Total # of items for this section: **13**

DEMOS, SAMPLERS, & NON GAMES

- ☐ **Demo CD** **ScatoLOGIC** **\$15/R2**
Requires the JagCD or some other de-encryption method to use. A boot utility and eight demo programs for the Jaguar CD. Included: Native (by Duranik), Asteroids (by Sinister Development), Slame Racer (Sinister), Music Player Mark II (by 4Play/ScatoLOGIC), JAZ (3D graphics and music demo), and Fullsyn (synthesizer demo).

- ☐ **Demo CD Version 1.0** **ScatoLOGIC** **\$5/R2**
Released 2002.

- ☐ **Myst (demo)** **Atari** **\$7/R3**
A demo version of Myst that was included with the Jaguar CD unit. Released 1995. #J9111.

- ☐ **Virtual Light Machine** **Atari** **\$0/R0**
Designed by Jeff Minter. Developed by Llamasoft. Listed on Atari's Master Part # Listing. One has to wonder why a program that was built-in to the Jaguar CD was assigned a part number. Was this Atari's efficient way of tracking software development or was there a virtual light machine cartridge in the works? #J9019.

Total # of items for this section: **4**

Total # of items in all:

164

HISTORICAL NOTES

Launched in the USA 1993. Original retail price: \$249.99.

TECHNICAL NOTES

Processor: Motorola 68000 Dual RISC (32-bit x 2)
Processor Speed: 13.295MHz per processor
Memory: 4kb SRAM 64k DRAM
Resolution: Multiple-resolution
Colors: 16.8 million
Max sprites: 9-16 million REAL pixels per second
Max sprites per line: 576 rows of pixels
Sound: Digital Signal Processor w/16-bit CD quality sound
Game Media: Cartridges or Compact Disc with Jaguar CD add-on

PAL and NTSC versions are identical. Jaguar games should detect the system that they are running on, and set the 50/60Hz mode accordingly.



During the early 90s, a few Japanese firms came up with ideas of high end gaming consoles, incorporating gaming with other uses. Fujitsu released FM Towns Marty, compatible with all FM Towns software on top of FM Towns Marty games. Bandai released Pippin, a multimedia player playing not only Pippin software, but also early Apple Mac software. Both were priced at above \$500.

Pioneer came over the top in terms of versatility and price, introducing Pioneer LaserActive in 1993. LaserActive is indeed the first attempt to embrace the concept of a console as a multimedia home center. Pioneer was the leader of laserdisc manufacturing and at a time when gamers were ready to change from cartridge format



(16-bit) to optical disc, mostly CDs (32-bit), it came a step ahead using laserdisc as a media. The main unit is called CLD-A100, and beyond playing laserdisc movies and CDs, there are also add-ons to the unit. In the US, there are Genesis (PAC-S10), TurboGrafx (PAC-N10), and Karaoke (PAC-K1) modules. The 3D goggle (GOL-1) provides visual enhancement of certain games.

The Genesis module, licensed by Sega, can play Sega Genesis, Sega CD, and Mega LD games. The TurboGrafx module can play TurboGrafx HuCards, CDs, Super CDs, and LD-Rom2 games. The Karaoke module uses microphone and plays Karaoke LDs. In Japan, there's a Mega Drive module (PAC-S1) and PC Engine module (PAC-N1) which are basically Japanese versions of the 2 aforementioned US gaming modules. In addition, there's PAC-PC1 module, a computer interface for 386 with parallel ports and used as CD-ROM drive at a time when CD-ROM was an expensive add-on. NEC also released the CLD-A100 clone, PCE-LP1 and PC Engine module PCE-LD1, these are identical to their Pioneer counterparts, and compatible with all Pioneer software except the exterior with NEC logos. Between US and Japan, all MegaLD and LD-Rom2 games are universally compatible. Note however that the Genesis (Mega Drive) and Sega CD (Mega CD) only play their respective versions of modules. On the TurboGrafx side, only HuCard games need particular versions of the modules while CD and Super CD games are all compatible with very few exceptions. NEC's Arcade CD games also play on LaserActive with Arcade Card Duo card in the PC Engine module.

Each LaserActive game (MegaLD or LD-Rom2) requires a particular module (Sega or NEC) to play. In the US, 18 LD games were released, 15 for MegaLD and 3 for LD-Rom2. In Japan, 13 additional games were released, mostly Japanese adult games which are best left for the Japanese market anyway (except **Time Gal** and **Vajra 2**). Interestingly, 6 games came out on both MegaLD and LD-Rom2 formats in Japan (**3D Museum**, **Blue Chicago Blues**, **Melon Brains**, **Pretty Illusion 1**, **Pretty Illusion 2**, and **Zapping TV Satsui**). All games released in the US are bilingual, giving you the option to play the game in either English or Japanese, except **Don Quixote**, **Melon Brains**, and **Goku**. There were also many games developed and never released, victims of a failed game system. The graphics of the games were way ahead of its time, especially the space shooters like **Pyramid Patrol** and **Vajra 2**, which are pretty close to PS2 graphics (yes, PlayStation 2). Most games use the foreground for control/play and background for high quality graphic display.

In the US, LaserActive failed almost immediately, what actually went wrong?

1. Price: The main unit was priced at \$1000, each of the modules were priced at \$500. One could buy a LD player and either game console for fraction of whole LaserActive setup!
2. Hardware format restrictions: On top of prices, game developers were restricted to make a game for either MegaLD or LD-Rom2, thus spread the resources very thin and greatly reduced potential of the console. It's believed that Pioneer would have sold many more CLD-A100 (LaserActive) units if it could play all LaserActive games by itself, introducing Sega and NEC modules as optional upgrades to save spaces for gamers.
3. Weight and dimension: LaserActive is the biggest and heaviest console ever released, many shops have had units damaged during shipping, which of course is not practical for the mass market gaming public.
4. Availability: Even at launch, LaserActive systems and games could only be found at high-end and specialty electronic outlets, ensuring that few people would have access to getting the systems and games.
5. Laserdiscs: Laserdiscs would have never been a good gaming media. All shooters involving background graphics have limited play time, meaning you lose if you don't finish the game in time.

Nonetheless, LaserActive was an interesting concept that came out in the wrong time, never really making an impact on the gaming community until PlayStation 2. The rarity and oddity of Laseractive alone is reason enough for most hardcore collectors.

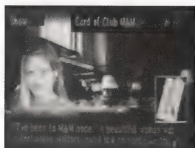
- Vincent Yang



Goku



I Will



Manhattan Requiem



Pyramid Patrol



Space Berzerker

Section written and maintained by Joe Santulli & Vincent Yang. Edited by Joe Santulli.

Game Release Notes: We've found that most people kept their sleeves (and to some degree, their manuals) so we've priced these out accordingly - as "complete". Value is based on a clean LD with spine card in mint condition.

U.S. GAME RELEASES

USA

- ☐ **3D Museum** **Pioneer** **\$100/R7**
Developed by Multimedia Creators Network. Works with the 3D Goggle. You can also achieve the 3D effect with red/blue and parallax (one eye dark, the other light) glasses. Requires the Sega Mega-LD module to play.
- ☐ **Don Quixote** **PIC** **\$150/R7**
First-person RPG with a mixture of animation and real on-location video. No relation to the laserdisc arcade game "Super Don Quixote" either. Requires the Sega Mega-LD module to play. ©1994 Premiere International Corporation. #PEASU5022.
- ☐ **Ghost Rush** **Pioneer** **\$90/R6**
Can be played in either English or Japanese. Requires the Sega Mega-LD module to play. ©1994 Pioneer LDC Inc. Den no Shokai. #PEASU1018.
- ☐ **Goku** **Pioneer** **\$135/R7 -**
Developed by Multimedia Creators Network. Works with the 3D Goggle. Edutainment software featuring the Seven Wonders of the World. Both sides of the disc are used: side one, "Ala-Matter Mode" is a three-stage experience containing lots of computer generated graphics. Side two, "Computer Graphics Design Mode" contains a few movies/with trippy effects and music. Requires the Sega Mega-LD module to play. ©1995 Studio Garage, Multimedia Creators Network, Pioneer. #PEASU1010.
- ☐ **Great Pyramid, The** **Pioneer** **\$60/R6 -**
Not a game, kind of an "all about pyramids" interactive disc. Requires the Sega Mega-LD module to play. ©1993 Pioneer LDC Inc. #PEASU5002.
- ☐ **Hi-Roller Battle** **Pioneer** **\$70/R6**
Yep, it sounds like a gambling game but actually it's a helicopter combat sim. Requires the Sega Mega-LD module to play. ©1993 Pioneer Electronic Corp, CRC Research Institute. #PEASU1002.
- ☐ **Hyperion** **Taito** **\$60/R5**
Requires the Sega Mega-LD module to play. ©1994 Taito. #PEASU5019.
- ☐ **I Will: The Story of London** **Pioneer** **\$60/R5**
An interactive movie. Side 1 is the game, side 2 is a tour of Britain for reference. Plays in both English and Japanese. Requires the Sega Mega-LD module to play. ©1993 Pioneer Electronic Corp, CRC Research Institute. #PEASU1001.
- ☐ **J.B. Harold Blue Chicago Blues** **Riverhill Soft** **\$250/R8**
A J.B. Harold murder mystery. Plays in both English and Japanese. Action/Full-Motion Video. Requires the Sega Mega-LD module to play.
- ☐ **Manhattan Requiem** **Riverhill Soft** **\$70/R7**
A J.B. Harold murder mystery, uses both sides of the disc. Plays in both English and Japanese. Requires the NEC LD-ROM2 module to play. #PEANU5004.
- ☐ **Melon Brains** **Pioneer** **\$70/R6 -**

Developed by Multimedia Creators Network. Edutainment software featuring "interactive" contact with dolphins. Both sides of the disc are used: side one, "Who Are The Dolphins?" contains informative snippets about these slippery little bastards. Side two, "Dolphin Odyssey", contains short movies, only one of which is in 3D. Requires the Sega Mega-LD module to play. ©1994 Studio Garage, Multimedia Creators Network. #PEASU1011.

- ☐ **Pyramid Patrol** **Taito** **\$30/R3**
This game was originally packaged with the Mega LD module. Requires the Sega Mega-LD module to play. ©1993 Taito. #PEASU5001.
- ☐ **Quiz Ecosaurus** **Hudson** **\$60/R6 -**
A quiz game centering the questions around the Earth and it's ecology. This game was originally packaged with the LD-ROM2. Requires the NEC LD-ROM2 module to play. ©1993 Hudson Soft, Ryo Honda/H Associates, Inc. #PEANU5001.
- ☐ **Road Prosecutor** **Pioneer** **\$150/R8 +**
a.k.a. Road Blaster (Japan)
This game can also be played on the Sega CD with the title "Road Avenger". Action/Full-Motion Video (Animated). Requires the NEC LD-ROM2 module to play. SANTULLI SLANT: Ah, every adolescent's fantasy - get behind the wheel of a sweet red sports car, beat the bad guys and get the girl. I was getting attacked by gangs, driving straight through buildings, and sending helpless pedestrians fleeing for their very lives! Then, I put the game in. Plays quite a bit like Dragon's Lair. If you don't like these "Simon Says" FMV games, you won't agree with my numbers or my little flag. [Gr: B, So: 8, So: 9, Ga: 7, Ov: 8] ©1984 Data East Corp, 1994 Pioneer Electronic Corp. #PEASU1033.
- ☐ **Rocket Coaster** **Taito** **\$60/R4 +**
Plays quite a bit like the PlayStation game Wipeout but without opposing craft. Race through 9 virtual-reality spaces in a huge futuristic amusement park. Requires the Sega Mega-LD module to play. ©1993 Taito. #PEASU5013.
- ☐ **Space Berserker** **Pioneer** **\$100/R7**
Requires the Sega Mega-LD module to play. ©1993 Pioneer Electronic Corp, Den'no Shokai/Hary & Company. #PEASU1003.
- ☐ **Triad Stone** **Pioneer** **\$80/R5 +**
This game can also be played on the 3DO system with the title "Strahl". Action/Full-Motion Video (Animated). Requires the Sega Mega-LD module to play. SANTULLI SLANT: There are a few FMV style games on this system but in my opinion this is the best. There's an awful lot of weird stuff in this game, you expect the main character to just wake up at the end. There's also an "announcer", which adds to the weirdness. Still, the art is great and the transitions between sequences and moves are seamless. [Gr: B, So: 7, Ga: 8, Ov: 8] ©1985 Data East Corp, 1994 Sega. #PEASU5014.
- ☐ **Vajra** **Data West** **\$60/R5**
Requires the NEC LD-ROM2 module to play. ©1993 Pioneer Electronic Corp, Datwest Inc, Daps Center Inc. #PEANU1001.

Total # of items for this section: 18

NON U.S. GAME RELEASES

Japan

- ☐ **3D Museum** **Pioneer** **\$100/R6**
Developed by Multimedia Creators Network. Miscellaneous/Adult. Requires the NEC LD-ROM2 module to play. ©1993 Planet.
- ☐ **3D Virtual Australia** **Pioneer** **\$500/R9**

Requires the Sega Mega-LD module to play. #PEASJ5042.

- ☐ **Angel Mate** Planet \$100/R6
Designed by Shinya Yamamoto. Developed by Wani. Strip poker in which the participant takes on three porno actresses at either poker or roulette. Every time the player wins a hand the actresses sheds an item of clothing. The film footage is 35mm thus ensuring the high quality video that only we pervs can truly appreciate. Miscellaneous/Adult. Requires the NEC LD-ROM2 module to play. #PEANJ5002.

- ☐ **Back to the Edo** TBS \$250/R8
Requires the Sega Mega-LD module to play. #PEASJ5021.

- ☐ **Demon's Judgement, The** Planet \$100/R7
a.k.a. Akuma no Shinban
A quiz game for the LD-ROM2 module. Demon Kogure, a popular Japanese rock star, acts as host and passes judgment on the participants. There are 20 themes with a total of 100 questions. The target audience is a large gathering rather than just one or two players. Requires the NEC LD-ROM2 module to play. #PEANJ5003.

- ☐ **Dora Dora Paradise** Planet \$80/R5
Miscellaneous/Adult. Requires the NEC LD-ROM2 module to play. ©1993 Planet. #PEANJ5005.

- ☐ **Dr. Paolo No Tokkeoki** Drylce \$150/R8
Miscellaneous/Adult. Requires the Sega Mega-LD module to play. #PEASJ5030.

- ☐ **J.B. Harold Blue Chicago Blues** Riverhill Soft \$300/R9
A J.B. Harold murder mystery. Plays in both English and Japanese. Action/Full-Motion Video. Requires the NEC LD-ROM2 module to play.

- ☐ **Melon Brains** Pioneer \$100/R8
Developed by Multimedia Creators Network. Requires the NEC LD-ROM2 module to play. ©1994 Studio Garage, Multimedia Creators Network.

- ☐ **Pretty Illusion** Planet \$150/R9
a.k.a. Bi Ryujon Collection
Developed by Wani. You take pictures of a Japanese model (Minayo Watanabe). There are two versions of this game, one for the TurboGrafx LD-ROM2 module and one for the Sega Mega LD module. 3D glasses compatible. SANTULLI SLANT: To truly appreciate this game you have to wear those huge 3D goggles. So there you are, sitting with huge goggles on your head and trying to figure out what all of those funny little symbols on the screen mean. All of this, just so you can see an Asian girl take her bra off. Question: what kind of life is that? Answer: mine. [Gr: 9, So: 3, Ga: 4, Ov: 5] ©1994 Planet, Wani Books. #PEANJ5025.

- ☐ **Pretty Illusion II** Planet \$100/R8
a.k.a. Bi Ryujon Collection II
Developed by Wani. More voyeurism through the camera lens: this time with Japanese model Yuko Sakaki. There are two versions of this game, one for the TurboGrafx LD-ROM2 module and one for the Sega Mega LD module. 3D glasses compatible. ©1994 Planet, Wani Books. #PEANJ5028.

- ☐ **Steel Driver** Unknown \$100/R9
Requires the Sega Mega-LD module to play.

- ☐ **Time Gal** Unknown \$700/R9
Yet another Dragon's Lair-influenced title, with a female in the lead role, traveling across time, space, and dimension. You might even want to add Time Gal to the Kimberly and Daphne ballot that you need to send in. Considered by many to be the toughest

LaserActive game to find. Also released on Sega CD. Action/Full-Motion Video (Animated). Requires the Sega Mega-LD module to play. #PEASJ5039.

- ☐ **Vajra 2** Data West \$350/R9
Difficult to find sequel to the incredibly popular and critically acclaimed blockbuster hit Vajra. Compatible with the 3D Goggles. Requires the NEC LD-ROM2 module to play. ©1994 Pioneer, Datawest. #PEANJ1016.

- ☐ **Virtual Cameraman** Planet \$100/R5
Developed by Transpegasus. Here, you lure young Asian girls into your photography studio by negotiating a clever conversation. Unfortunately this requires not only lecherous skills but ability to read Japanese! Requires the Sega Mega-LD module to play. ©1993 Transpegasus Limited. #PEASJ5015.

- ☐ **Virtual Cameraman 2** Planet \$80/R4
Developed by Transpegasus. See Virtual Cameraman 1 for details. Requires the Sega Mega-LD module to play. ©1993 Transpegasus Limited. #PEASJ5020.

- ☐ **Zapping TV Satsui** Planet \$90/R7
Developed by Beta Film. A detective game. There are two versions of this game, one for the TurboGrafx LD-ROM2 module and one for the Sega Mega LD module. #PEANJ5023.

Total # of items for this section: 17

PROTOTYPE/ AND ONE OF A KIND/

- ☐ **Goku** Pioneer \$0/R10
Requires the NEC LD-ROM2 module to play.

- ☐ **Legacy** Unknown \$0/R10

- ☐ **Myst** Pioneer \$0/R10
Original game designed by Rand Miller and Robyn Miller. Appeared on just about any system that could play CD-ROMs in the 1990's. Released on just about every platform ever conceived, but surprisingly didn't quite make it to LaserActive.

- ☐ **NHK Conversational Chinese** Unknown \$0/R10

- ☐ **Pretty Illusion III** Planet \$0/R10
a.k.a. Bi Ryujon Collection III
This is the third in the "Pretty Illusion" series.

- ☐ **Steel Driver** Unknown \$0/R10

- ☐ **UFO and ET** Unknown \$0/R10

Total # of items for this section: 7

HARDWARE AND PERIPHERALS

- ☐ **3D Goggle** Pioneer \$400/R9
Requires the 3D Goggle Adaptor to work with the LaserActive system. #GOL-1.

- ☐ **3D Goggle Adapter** Pioneer \$50/R8
Looks like an ordinary electric razor. Plugs into the back of the LaserActive where the "VHF Adaptor" inputs go. The other side has radio jacks for two goggles. Here's an interesting note: the Sega Master System 3D Glasses plug into this same jack, and they work

Just as well as the pricey 3D Goggle! #ADP-1.

☐ **Console, Laseractive** **NEC** **\$200/R5**

A clone of the Pioneer CLD-A100 LaserActive system. Looks identical really, except for the slightly lighter tone and NEC logo. #PCE-LD1.

☐ **Console, Laseractive** **Pioneer** **\$175/R3**

The standard system with no modules attached can play laser discs and audio CDs. There is an output for digital optical output, pretty well ahead of it's time. No RF or S-Video, though. Originally retailed for \$699 in the US. The system launched a bit earlier in Japan (08/20/93). Released 10/20/93. #CLD-A100.

☐ **Karaoke Pack** **Pioneer** **\$50/R4**

Packaged with a microphone. Originally retailed for \$349. #PAC-K1.

☐ **LD-ROM2 Module** **Pioneer** **\$100/R8**

With the LD-ROM2 module plugged into the LaserActive, you could now play TurboGrafx-16 HuCards, TurboDuo CD's (as well as import PC Engine CDs), CD+G discs, and LD-ROM2 games. The module was originally packaged with the game Quiz Ecnosaurus and a TurboGrafx CD with four games (Gate of Thunder, Bonk's Adventure, Bonk's Revenge, and Bomberman) as well as a special LaserActive version of the TurboGrafx-16 controller. Originally retailed for \$399. #PAC-N1.

☐ **Mega LD Module** **Pioneer** **\$50/R5**

With the Mega-LD module plugged into the LaserActive, you could now play Sega Genesis cartridges, Japanese Mega-Drive cartridges (without a converter!), Sega CDs, and Mega LD games. It won't handle Mega-CDs or PAL or SECM Mega-Drive cartridges. The module was originally packaged with the game Pyramid Patrol and a Sega CD with four games (Streets of Rage, Revenge of Shinobi, Columns, and Golden Axe) as well as a special LaserActive version of the 6-button Sega Genesis controller. Originally retailed for \$399. #PAC-S1.

☐ **PC Module** **Pioneer** **\$0/R9**

Allows you to play PC CD-ROMs on your LaserActive. It would have also had a parallel port and disk drive for other connections such as printers. Why the hell not. #PAC-PC1.

Total # of items for this section: **8**

RUMOR MILL

☐ **Ozone** **Pioneer** **\$0/R0**

Total # of items for this section: **1**

Total # of items in all: **51**

HISTORICAL NOTES

Launched in the USA 1993. Original retail price: \$969.99.

TECHNICAL NOTES

Game Media: Laser Discs

No problems using Japanese discs on a US system or vice-versa.



The world's first color portable game system was originally known as the "Handy" and was owned by Epyx back in 1987. Created by members of the Commodore Amiga computer design team, Dave Needle and R.J. Mical, the system offered features that still rival today's handhelds. At the time Epyx was financially unable to bring the Handy to market so they formed an agreement with Atari who would handle the production of the game system while Epyx provided software support. A technological marvel, the Handy contained two 16-bit custom chips, named Mikey and Suzy, that housed several processors including audio, graphic, and math co-processors. The system also had 4,096 colors, 64K RAM, and 4 channel sound. Resolution was 160 X 102 on a 3.5 inch passive matrix screen and the graphics engine could display an unlimited number of high-speed sprites with collision detection. Game cards could contain a maximum of 2 megabytes of storage space although most games were 128K or 256K with a few later releases hitting the 512K mark.



Atari released the newly renamed Lynx in 1989 for \$199.99 which included the unit, an AC adaptor, a ComLynx cable and the **California Games** game card. The Lynx was groundbreaking not only in that it was the first portable color game system but also in its features. The system was laid out horizontally, with a directional pad on the left, screen in the middle, and fire buttons on the right. At the touch of a button (two actually), the user could rotate the image on the screen 180 degrees so that you would essentially need to hold your lynx upside down to play it. This enabled left-handed players to hold the unit with the directional pad on the right side and fire buttons on the left. Certain games like **Gauntlet** and **Klax** utilized the Lynx screen in a vertical orientation which required the user to hold the Lynx with the d-pad and fire buttons at the top and bottom of the screen. Another incredible feature was the Lynx' ability to network units together for multi-player action. Users could "lynx-up" with up to seven other players depending on what the software would support. Atari was pretty good about utilizing this feature when possible and many games can be played by two or four players together, while other titles like **Checkered Flag** and **Slime World** allow networking of six and eight players respectively. Combine this with stereo sound, a backlit screen, and some great games and the Lynx should have been a major success! But it wasn't...

So what went wrong? Well, the usual Atari problems for one thing; delays in getting the system to market and a lack of software. People want choices when it comes to software and Atari just couldn't provide them fast enough. 1989 also saw the release of the Nintendo Game Boy, a B&W handheld that fit in your pocket, for \$109. A major problem existed when it came to distribution. Which company did stores want to deal with? Atari, who had left a bad taste in their mouth, when the market had crashed five years earlier or Nintendo, who had resurrected the market and was responsible for amazing success with their NES? Thus, Atari had trouble getting into major stores and didn't help matters with the ones they did get into by announcing delays and shortages of product.

1990 wasn't much better for the Lynx as they continued to lose ground to Nintendo's Game Boy. Software was pouring out for the Game Boy yet trickling out like a leaky faucet for the Lynx. Atari ramped up its marketing and public relations and reduced the cost of the Lynx to \$99 with no accessories. Unfortunately, in 1991 Sega released their

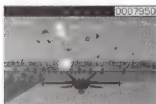
Game Gear color handheld and NEC released the TurboExpress, a color handheld that could play all of their TurboGrafx software. With Sega's support, the Game Gear was able to get on equal ground with the Lynx even though the Lynx was a superior machine. Many users purchased the Game Gear because of Sega's reputation for great sports games which they promised to bring to the Game Gear while Atari was sadly lacking in sports titles. None of this really mattered in the end because as incredible as it may sound, Nintendo's B&W Game Boy beat out all three superior color systems. Although software and distribution played a part for the Lynx' failure, public perception also was a major cause. Nintendo was the cool company at the time and while the Turbo Express was too expensive to compete, even the Game Gear couldn't withstand the mob mentality that existed against anything that didn't have the big N on it. Sadly, most people are like lemmings (just look at some of the on-line "communities") who are incapable of thinking for themselves. How else can you explain a B&W system winning out over three different color ones? Oh yeah. Software!

The Lynx had some great software and some o.k. software and very few outright bad titles, save for **Batman Returns**, **Pit-Fighter** and most of the Telegames releases. Instant classics include **Shanghai**, **Blue Lightning**, **Xybots**, **Slime World**, **Checkered Flag** and **Warbirds** while there were numerous solid arcade translations, especially by Tengen, who converted many of the popular Atari Games arcade hits to the system. The problem is that it just wasn't enough of what the public wanted. Sales continued to be slack and even the new cost-effective Lynx II couldn't stimulate enough growth to make the unit successful. Sadly, the incredible networking capabilities of the Lynx were lost as players found themselves searching for others who also had a Lynx system. Hopefully, other than at conventions or expos, how many times do you think 8 people got together and linked up to play **Slime World**?

The Lynx market is still alive today as homebrew authors are making new games and many unreleased prototypes are being discovered and released. Probably the most well-known and respected Lynx developer is Songbird Productions who have released several Lynx titles to date and continue to pursue and license unreleased games that never made it out the door during the Lynx's life. The Lynx encryption programs were discovered and released in 2001 by the guys at Classic Gaming Expo. This enabled homebrew authors to produce their own software that would actually run on a production Lynx. The files were designed to run on an Amiga computer and can be found on the Classic Gaming Expo website at <http://www.cgexpo.com/encrypt.htm>

Many thanks go out to Carl Forhan for helping me to put this section together. Let's hope the future holds many new surprises for Lynx fans.

- John Hardie



Blue Lightning



Checkered Flag



Ms Pac Man



Ninja Gaiden



Stun Runner



Warbirds

Section written and maintained by John Hardie & Andrew Krieg. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Carl Forhan.

Game Release Notes: We've found that most people kept their boxes (and to a lesser degree, their manuals) so we've priced these out accordingly - as "complete".

U.S. GAME RELEASES

USA

- ❑ A.P.B.** **Atari** **\$12/R0**
Designed by Rob Barris, Shann Chastain, Arlene M Caberto, Dave Nelson. Developed by Quicksilver SW. Based on the 1987 Atari coin-op. Music by Dave Bean. Movie Projector by William C. Fisher. Special Thanks to Steve Ryno. As a side note, William C. Fisher is one of the original Intellivision programmers responsible for Space Hawk, Space Spartans and B-17 Bomber. This was one of the titles that included a giant poster of the game with instructions on the back. Shooter/360 Degrees. ©1990 Tengen. 1991 Atari Corp. #PA2042.
- ❑ Awesome Golf** **Atari** **\$10/R3 +**
Designed by Rob Nicholson, Chris Manniex, Jim Gregory, Val Gregory. Developed by Hand Made Software. Sounds and Music by Tony Williams & Paul Tonge of Sound Images. Produced by Juli Wade. Game Testing by Jerome Strach, Eric Ginner, Tom Gillen, Bruce Coleman, Jeff Glazier, Paul & David Gregory. Vocals by David Gregory w/ assistance from the University of Salford: C.B. Daish, Derek & Tony Brown. An interesting note: Tester Eric Ginner is a former Centipede World Record Holder. According to Atari's Master Part # Listing, the original title of this game was "Lynx Links". 1 to 4 players can lynx up in this game. What could be better than a golf game hosted by a furry talking chipmunk named Chipper? Features 3 different 18-hole courses. This was one of the titles that included a giant poster of the game with instructions on the back. The name entry screen shown in the instructions features the name "Juli" for Juli Wade, Atari's producer at the time. Should have been packed with an Atari Golf Ball like the one shown on the box. Sports/Golf. Supports multiple-system linking. ©1991 Atari Corp. #PA2049.
- ❑ Baseball Heroes** **Atari** **\$5/R3 -**
Designed by Steve DeFrisco, Bob Pauley. Produced by Juli Wade. Special Thanks to Jerome Strach. Programmer Steve DeFrisco is well known for his other work including several Atari 2600 and Sega CD games. According to Atari's Master Part # Listing, this game was originally called simply "Baseball". 1 to 2 players can lynx up in this game. On the box artwork, notice the Atari symbol on the uniforms and on the right-field banner. Also note the "Portfolio" banner in left-field which is the name of Atari's handheld computer. After the first title screen and whenever you reset the game, you'll see the words "Version 2.1" flash at the top of the screen. How can you not like a Baseball game with a player named Stinky Butz? Easy, just play this one. Controls aren't very good; or maybe we just suck. Sports/Baseball. Supports multiple-system linking. ©1991-1992 Atari Corp. #PA2050.
- ❑ Basketbrawl** **Atari** **\$3/R0**
Designed by David Axt, John Hamilton. Art & Animation by Jennifer Hamilton, Robb Mariani and Vu Nguyen. Music by Matthew Scott. Produced by Craig Erickson. Special Thanks to Steve Ryno. 1 to 2 players can lynx up in this game. On the box artwork, notice the Atari symbol on the basketball. Although it's very rare, sometimes a player other than the one on the left on the title screen will get hit with the ball. Sports/Basketball. Supports multiple-system linking. ©1992 Atari Corp. #PA2034.
- ❑ Batman Returns** **Atari** **\$3/R0**
Designed by Eric Ginner, Jerome Strach, Susan McBride. Sound & Music by Bob Vieira. Produced by John Skrush. According to Atari's Master Part # Listing, this game was originally called "Batman II". Atari's big money movie license didn't pan out. You'd think they would have learned after E.T. Was offered as a freebie if you bought a Lynx system at the time. Incredibly hard game where you only get 1 life. Fighting/Side-Scrolling. ©1992 DC Comics, Atari Corp. #PA2101.
- ❑ BattleWheels** **Beyond** **\$10/R3 +**
Designed by Kris N Johnson, Lorin Nelson. Developed by Beyond Games. Music by Curtis Coalsen & Tim Huntsman. The credits in the game list Tim Huntsman as "Tymmm Huntsman". 1 to 6 players can lynx up in this game. One of the few Lynx games that is in stereo. Supports multiple-system linking. ©1993 Beyond Games. #PT5006.
- ❑ Battlzone 2000** **Atari** **\$20/R0**
Designed by Rob Nicholson, David Elle. Developed by Hand Made Software. 1 to 4 players can lynx up in this game. Atari's update to their classic vector game plays pretty well. They didn't ruin it by adding too many extras. It's still vector but features a selection of different tanks and strengths. We still can't reach those goddamn mountains thought! Action/Head-to-Head Combat. Supports multiple-system linking. ©1994 Atari Corp. #PA2088.
- ❑ Bill & Ted's Excellent Adventure** **Atari** **\$6/R2**
Designed by Al Baker, Tom Fessler, Rick Incrocci. Music by Matt Scott. Directed by Steve Ryno. 1 to 2 players can lynx up in this game. Another movie license, this one isn't a bad game. Travel back in time with Bill & Ted to solve the various puzzles. This was one of the titles that included a giant poster of the game with instructions on the back. Role-Playing/Third-Person Real-Time. Supports multiple-system linking. ©1989 Nelson Films Inc. #PA2068.
- ❑ Block Out** **Atari** **\$15/R0**
Designed by Mirek Zablocki, Maciek Markuszewski. Developed by California Dreams. Based on the 1989 Technos coin-op. The actual title screen reads "Alexander Ustaszewski's Block Out". This was one of the titles that included a giant poster of the game with instructions on the back. Take Tetris and make it 3-D with a top down view into the pit and you have Block Out, another addictive puzzle game. Puzzle/Action. ©1990 Karen Development Group. #PA2056.
- ❑ Blue Lightning** **Atari** **\$15/R0 +**
Designed by Stephen Landrum, Arthur "Ace" Koch. Developed by Epyx. One of the first titles Epyx programmed while designing the Lynx. Programmer Stephen Landrum was also one of the main programmers for Starpath, where he designed Suicide Mission, Dragonstomper and others for the Atari 2600. The Starpath rights were later purchased by Epyx. Back in the days when you didn't have to turn off all portable electronic equipment as the plane you were traveling on took off and landed, there was no better experience than playing Blue Lightning with your headphones on as you rumbled down the runway. Simulation/Air Vehicle Combat. ©1989 Epyx, Atari Corp. #PA2020.
- ❑ Bubble Trouble** **Telegames** **\$30/R7**
Designed by Andrew Harris, Paul Johnson. Developed by Lore Games. Music and F/X by Tim Harper. Another great game in concept that is hampered by irritating controls. This was a late release by Telegames. The game came as an EPROM on a bare circuit board and was packaged in a generic plastic clamshell type box with an insert. ©1993 Lore Design. #LX216.
- ❑ California Games** **Atari** **\$8/R2**
Designed by Pete Wierzbicki, Stephen Jungels, James Donald, Larry Abel. Developed by Epyx. Art by Matt Crysdale, Suzie Greene, Jenny Martin, Art Koch, Paul Vernon and Sheryl Knowles. Music by

Bob Vieira and LX Rudis. At the end of the credits on-screen you see this message: "Come In Real Handy - RJ Mical, Dave Needle". This is a reference to the fact that the Lynx system was designed by Epyx and was originally called "The Handy". RJ Mical and Dave Needle were the main people involved in designing the system. 1 to 4 players can lynx up in this game. Based on the Epyx computer classic of the same name, this was one of the first titles programmed by Epyx. This game was packed in with the original Lynx system. Sports/Extreme Games. Supports multiple-system linking. ©1989 Epyx. #PA2025.

❑ **Championship Rally** **Songbird** **\$40/R1**

Designed by Lucien Kleijckers. Developed by Songbird Productions. Sound by Carl Forhan. 1 to 4 players can lynx up in this game. Originally called Championship Racing. Originally thought to be 2 player. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> Racing/Miscellaneous Racing. Supports multiple-system linking. ©2000 Songbird Productions. #CF2006.

❑ **Checked Flag** **Atari** **\$20/R0 +**

Designed by Eric Ginner, Jerome Strach. Art & Animation by Susan G. McBride, Melody Rondeau and Eric Elliott. Music by Bob Vieira. Produced by John Skruich. 1 to 6 players can lynx up in this game. This was one of the titles that included a giant poster of the game with instructions on the back. 18 different tracks to choose from. Be sure to check out the billboards on the side of the road. They feature various Atari products and games including unreleased titles like GeoDuel, Hyperdrome, and others. EASTER EGGS: On the main title screen, you can see the initials SGM in the bottom right-hand corner. These belong to the main Animator, Susan G. McBride. ©1991 Atari Corp. #PA2053.

❑ **Chip's Challenge** **Atari** **\$1/R1**

Designed by Chuck Sommerville, Paul Vernon, Art Koch. Developed by Epyx. Sound & Music by LX Rudis and Bob Vieira. Level Designs by M. Peter Engelbrite, Pete Wierzbicki, and others. Special Thanks to Stephen Landrum, RJ Mical and Dave Needle. One of the first titles Epyx programmed for the Lynx. Puzzle/Action. ©1989 Epyx. #PA2028.

❑ **Crystal Mines II** **Atari** **\$1/R1**

Designed by Ken Beckett, Dan Burke, Ian. Developed by Color Dreams. Music by Ken Calderone. Special Thanks to Kim. Puzzle/Action. EASTER EGGS: On the title screen where the credits scroll by, you can see the initials D.B. in the bottom right-hand corner. These belong to the graphic artist, Dan Burke. ©1990, 1991 Ken Beckett. #PA2105.

❑ **Desert Strike: Return to the Gulf** **Telegames** **\$3/R0**

Designed by James Bailey, Mark Anthony. Developed by Teque. Music by Peter Hennig. Advisor - Barry Costas. Produced by Tony Love. In case you're wondering how to start this game, you need to press the "PAUSE" button during the intro. Like other Telegames releases, the overall quality of the box, manual, etc. lack polish. Simulation/Air Vehicle Combat. ©1993 Electronic Arts, Telegames. #L071.

❑ **Dinolympics** **Atari** **\$8/R0**

Designed by CF Urquhart, Slick. Developed by Imagitec Design. Music by Ian Howe. Designed by Rodney Humble. Tested by Hans Jacobsen, Ted Tahquechi and Andrew Keim. Produced by Juli Wade. According to Atari's Master Part # Listing, this game was originally called "Dino World". Gametek licensed this game from Atari and released it for Windows compatible computers as "Humans". Atari also updated this title and released it as "Evolution: Dino Dudes" for the Jaguar. Puzzle/Action. ©1992 Atari Corp. #PA2089.

❑ **Dirty Larry: Renegade Cop** **Atari** **\$8/R2**

Developed by Knight Tech. An obvious play on the Dirty Harry series of movies. Fighting/Side-Scrolling. ©1992 Atari Corp. #PA2077.

❑ **Double Dragon** **Telegames** **\$25/R3**

Based on the 1987 Taito coin-op. Atari's Master Part # Listing has this game listed as part number PT5010. 1 to 2 players can lynx up in this game. Like other Telegames releases, the overall quality of the box, manual, etc. lack polish. Fighting/Side-Scrolling. Supports multiple-system linking. ©1993 Telegames, Technos Japan. #L070.

❑ **Dracula - The Undead** **Atari** **\$14/R0**

Developed by Hand Made Software. Based on Bram Stoker's Dracula. Mr. Stoker actually narrates the story as you go. A neat little RPG that isn't too hard. The box touts this game as an "Interactive Role-Playing Thriller! Age 14 - Up", although it would probably receive an E rating by today's rating standards. It's also interesting to note that this game disables the Lynx's internal auto shut-off. ©1992 Atari Corp. #PA2087.

❑ **Electrocop** **Atari** **\$3/R0**

Designed by Greg Omi, Arthur Koch, Karen Mangum, Matt Crystdale. Developed by Epyx. Music and Sound by Bob Vieira and LX Rudis. Design Assistance by Chuck Sommerville, Charlie Kellner, Tom Schumacher, and RJ Mical. One of the first titles Epyx programmed for the Lynx. This game came in the original large style box. The original title for this game was "Impossible Mission", one of Epyx' hit titles for the Commodore 64. If you access the computers in the game, you can play mini versions of asteroids, breakout, and a sliding puzzle. ©1989 Epyx, Atari Corp. #PA2021.

❑ **European Soccer Challenge** **Telegames** **\$12/R0**

Developed by Krisalis Software. Atari's Master Part # Listing has this game listed as part number PT5007. 1 to 2 players can lynx up in this game. Like other Telegames releases, the overall quality of the box, manual, etc. lack polish. This game disables the Lynx's internal auto shut-off. Entering an incorrect or incomplete password in 1 player mode will crash the machine. Here's an interesting quote from the manual: "FUN OF DISCOVERY - As in the real game different stadiums, pitches and crowd support can create unusual or exceptional action - watch out for wind-assisted kicks; ball bouncing off uneven pitch' abandoned (sic) game due to weather or pitch deterioration (sic), game also may be stopped if too many fouls are made by any team." Sounds to me like a neat way to explain all the bugs they couldn't fix! Supports multiple-system linking. ©1993 Krisalis Software. #L081.

❑ **Fat Bobby** **Telegames** **\$40/R0**

Designed by Steve Mitchell. Developed by Lore Games. Art by Paul Johnson. Music and Sounds by Tim Harper. Produced by Purple Hampton. Listed on Atari's Master Part # Listing. This game was originally called "Ninja Nerd". Atari announced this game in its catalogs but it never made it out the door. 3rd party publisher Telegames got the rights to it and produced it in limited quantities. ©1993 Atari Corp. #PA2091.

❑ **Gates of Zendocon** **Atari** **\$3/R2**

Designed by M. Peter Engelbrite. Developed by Epyx. One of the first titles Epyx programmed for the Lynx. This game came in the original large style box. The artwork on the game box and manual is a modified version of the artwork Atari used for their 2600 version of Asteroids. ©1989 Epyx, Atari Corp. #PA2023.

❑ **Gauntlet: The Third Encounter** **Atari** **\$10/R0**

Designed by Jon Leupp, Paul Vernon, Bob Vieira, LX Rudis. Developed by Epyx. Majority of levels by Chuck Sommerville and Charlie Kellner. One of the first releases for the Lynx, this title was designed by Epyx and was originally called "Time Quests and Treasure Chests". Atari then licensed the Gauntlet name from Atari

Games/Tengen and used it on this title. 1 to 4 players can lynx up in this game. Aside from the Wizard and Valkyrie, you can also select one of the following characters: Android, Gunfighter, Nerd, Pirate, Punk rocker, and Samurai. Sadly, the Warrior and Archer are nowhere to be found. So how come they're shown on the box and manual artwork? This game required you to rotate and hold your Lynx 90 degrees to the right. Supports multiple-system linking. ©1989 Tengen, 1990 Atari Corp. #PA2024.

- ☐ **Gordo 106** **Atari** **\$10/R3**
Designed by Joe Jared, Erich Schaefer, Max Schaefer, LX Rudis. Developed by Tenth Planet. Produced by Efraim Wyeth. Illustrator: George Riemann. Special thanks to: James Erlich, Mike Sigal, Ted Tahquechi, Sean Patten & James Purple Hampton. Code Contribution: David Brevik. ©1992 Tenth Planet. #PA2106.

- ☐ **Hard Drivin'** **Atari** **\$15/R3**
Designed by John Sanderson. Developed by NuFX. Based on the 1989 Atari Games coin-op. Atari's Master Part # Listing also listed this title as PA2074. This was one of the titles that included a giant poster of the game with instructions on the back. ©1990 Tengen, 1991 Atari Corp. #PA2044.

- ☐ **Hockey** **Atari** **\$8/R3**
Designed by Simon Finch, Ed Ringler Sr., Ed Ringler, LX Rudis. Developed by Alpine Studios. Designed and Produced by Ed Ringler. Special Thanks to Chris Oke. 1 to 2 players can lynx up in this game. According to Atari's Master Part # Listing, this game was originally called "Super Mario Hockey". It's likely that this was a jab at Nintendo that they would have played off as referring to hockey great Mario Lemieux. We guess they didn't want to deal with any legal hassles Nintendo might give them. This game featured a fight mode where you can beat the hell out of your opponent. Also note the Atari symbol on the Goalie's padding on the box. Supports multiple-system linking. ©1992 Atari Corp. #PA2052.

- ☐ **Hydra** **Atari** **\$1/R1**
Designed by Ed Schneider, Matt Scott, Dave Tumenarro. Developed by NuFX. Based on the 1990 Atari Games coin-op. Special Thanks to Steve Ryno. Note the Atari symbol on the box on the box artwork. While this game was pretty cool in the arcades, this conversion suffers from poor controls to the point where it's almost unplayable. ©1992 Tengen. #PA2073.

- ☐ **Hyperdrome** **Telegames** **\$40/R1**
Developed by Atari. 1 to 4 players can lynx up in this game. An Atari Adventure insert in the July '91 issue of Video Games and Computer Entertainment shows this game as being called "Grid Runner". Listed on Atari's Master Part # Listing. Atari announced this game in its catalogs but it never made it out the door. 3rd party publisher Telegames got the rights to it and produced it in limited quantities. As for the game itself, can you say: "Poorly done, Balblazer rip-off"? Supports multiple-system linking. ©1992 Atari Corp. #PA2046.

- ☐ **Isido: The Way of Stones** **Atari** **\$2/R2**
Designed by Steve Marschner, Robb Mariani, Developed by California Dreams. Isido Original Design and Oracle by Michael Feinberg. Produced by Brad Fregger. Directed by Craig Erickson. This was one of the titles that included a giant poster of the game with instructions on the back. ©1989-1991 Michael Feinberg/Publishing Intl. #PA2065.

- ☐ **Jimmy Connors' Tennis** **Atari** **\$3/R0**
Designed by Rob Nicholson, Bill Barna, Lee Cawley, Barry Armstrong. Developed by Hand Made Software. Produced by Juli Wade. Game Research and Design by Jim and Val Gregory. Leaving the demo running will eventually bring up these messages: "Tested DG, JM, HJ, AK, SP, TT, DE" and "Have a nice game". The game features the actual sampled voice of Jimmy Connors. 1 to 4 players

can lynx up in this game. According to Atari's Master Part # Listing, this game was originally called "Bad Boy Tennis" .. Supports multiple-system linking. ©1993 Atari Corp. #PA2085.

- ☐ **Joust** **Williams** **\$15/R4**
Designed by Roland Knight, Dave Dies. Developed by Shadowsoft. Based on the 1982 Williams coin-op. 1 to 2 players can lynx up in this game. This classic update lets you choose between an ostrich and a stork and features a gladiator mode where you can battle a friend. Supports multiple-system linking. ©1992 Shadowsoft. #PT5005.
- ☐ **Klax** **Atari** **\$2/R2 +**
Designed by Greg Omi, Susan G. McBride, Gary Johnson, KE Rudis. Based on the 1989 Atari coin-op. Music and Sound by LX Rudis. The first and one of only a few Lynx games to feature true stereo sound. This game required you to rotate and hold your Lynx 90 degrees to the right. A great conversion of the arcade game and possibly the best Lynx game made. ©1990 Tengen, Atari Corp. #PA2031.
- ☐ **Krazy Ace Miniature Golf** **Telegames** **\$12/R0 -**
Like other Telegames releases, the overall quality of the box, manual, etc. lack polish. Don't be fooled; this is not a ComLynx game although it does support 4 players talking turns. Loaded with bugs and clearly an unfinished game, this is a perfect example of a company releasing any old junk they have laying around to make a buck. Quite possibly Telegames' worst release for the Lynx although most of them are pretty bad. For a full review, check out http://www.atarihq.com/reviews/lynx/krazy_ace_miniature_golf.htm ml ©1992 Telegames. #L204.
- ☐ **Kung Food** **Atari** **\$1/R1**
Designed by C.F. Urquhart, S.A. Mitchell, Paul Johnson, Tim Harper. Developed by Lore Games. Produced by John Krusch. Original Concept by Craig Erickson. A great concept that just didn't turn out well. The game is way too hard. Notice the mention of Rynoleum in the game, obviously a reference to Lynx wizard Steve Ryno. ©1992 Atari Corp. #PA2076.
- ☐ **Lemmings** **Atari** **\$25/R5**
Designed by Brian Watson, Mike Dailly, Janie Grant, Scott Johnston. Level Editor by Steve Hammond. Music by Brian Johnston and Tim Wright. Lynx Music by Tony Williams. Features 120 levels and 17 different pieces of music. Keep watching the scrolling text on the bottom of the game selection screen for some amusing messages. ©1993 Psygnosis Ltd., DMA Design. #PA2080.
- ☐ **Lynx Casino** **Atari** **\$8/R2**
a.k.a. Casino
Designed by Perry Horwich, Mark Waterman, Tom Brophy, Robb Mariani. Developed by Brian A. Rice Inc. Music and Sound by Cliff Falls and Chuck Batson. Produced by Craig Erickson. 1 to 2 players can lynx up in this game. Notice all the Fuji symbols on the box artwork and the Atari billboard on the right side of the opening screen. The game is loaded with inside jokes and nods to the programmers. Speaking with other patrons will give you such sayings as "Where is Craig Erickson?", "How fast can a Jaguar go?", "Have you seen the Atari Booth?", "Steve Ryno can sure play slots.", "Who is this Robb Mariani?", "I just love Scrapydog Dog.", "Cliff Falls has the best voice.", and "Atari, Atari, Atari forever!" ©1992 Atari Corp. #PA2061.
- ☐ **Malibu Bikini Volleyball** **Atari** **\$3/R1**
Designed by Rob Nicholson, Bill Barna, Paul Tongue, Lee Cawley. Developed by Hand Made Software. Additional Graphics by Mick McCallion and Andy Gavin. Game Design by Jim and Val Gregory. Production: Oscar Green. Vocals by Carrie T. and the Dude Tones. Model: Karen Isely. 1 to 4 players can lynx up in this game. Supports multiple-system linking. ©1993 Atari Corp. #PA2086.

- Ms. Pac-Man** **Atari** **\$20/R3**
Designed by Jerome Strach, Eric Ginner. Based on the 1981 Midway coin-op. Animation by Susan G. McBride. Music by LX Rudis. Sound FX by Paul M. Bonsey. Thanks to Tom Gillen, Greg Omi, John Skruich, Stephen Landrum, Pete Wierzbicki, Stephen Jungels. This classic update features the original Ms. Pac-Man arcade game as well as a new set of Jr. Pac-Man style mazes for you to explore. ©1982 Namco, 1990 Atari Corp. #PA2057.
- NFL Football** **Atari** **\$3/R0**
1 to 2 players can lynx up in this game. According to Atari's Master Part # Listing, this game was originally called "49'ers Football". This game required you to rotate and hold your Lynx 90 degrees to the left. Notice the Atari symbol on the helmet on the box artwork. Atari offered this cart as a freebie at one point when you bought a Lynx system. Unfortunately, even this NFL licensed game featuring digitized voices didn't help sell very many Lynx consoles. Supports multiple-system linking. ©1992 Atari Corp. #PA2045.
- Ninja Gaiden** **Atari** **\$15/R3**
Based on the 1988 Tecmo coin-op. This was one of the titles that included a giant poster of the game with instructions on the back. ©1988 Tecmo, 1990 Atari Corp. #PA2039.
- Ninja Gaiden III: The Ancient Ship of Doom** **Atari** **\$25/R4**
©1991 Tecmo Ltd. #PA2092.
- Pac-Land** **Atari** **\$12/R0**
Designed by Joel Seider. Based on the 1984 Bally Midway coin-op. Music and Sound by Jason Stephenitch. This was one of the titles that included a giant poster of the game with instructions on the back. ©1984 Namco, 1991 Atari Corp. #PA2059.
- Paperboy** **Atari** **\$15/R3**
Designed by Al Baker. Based on the 1984 Atari Games coin-op. Lynx Art by Nathan Baker. Original Art by Elite. Music by David Tumminaro. ©1990 Atari Corp. #PA2041.
- Pinball Jam** **Atari** **\$5/R0 +**
This cart contains 2 different Pinball games: "Police Force" and "Elvira and the Party Monsters". Look at the box artwork and notice the partially hidden Atari symbols on the bumpers. Traditional/Video Pinball. #PA2055.
- Pit-Fighter** **Atari** **\$2/R2**
Designed by Al Baker. Based on the 1990 Atari coin-op. Lynx Art by Nathan Baker and Craig Erickson. Original Art by Atari Games. Music by Matt Scott. Associate Producer: Brad Delaney. 1 to 2 players can lynx up in this game. Based on the mildly successful arcade game, those cool digitized fighters just don't translate well onto the small screen. Supports multiple-system linking. ©1992 Tengen. #PA2070.
- Power Factor** **Atari** **\$5/R0**
Designed by John May, Rob Nicholson, Chris Mannix. Developed by Hand Made Software. Original Design and Artwork by Barry Armstrong. Additional Graphics by Mick McCallion and Lee Cawley. Music and SFX by Paul Tongue. Additional Game Design by Jim Gregory. Executive Producer: Juli Wade. Note the Atari patch on our hero's arm on the box artwork. Any game where you visit the Atarian Leisure Moon has to be good right? ©1992 Hand Made Software, Barry Armstrong Design. #PA2109.
- Qix** **Telegames** **\$12/R2 +**
Developed by Knight Tech. Based on the 1981 Taito coin-op. Atari's Master Part # Listing has this game listed as part number PT5004. Definitely the best Telegames release for the Lynx. This title doesn't suffer from the shoddy packaging and production problems that affect most other Telegames releases. Perhaps Atari was stricter with their "Seal of Quality" during this time. A great classic
- update with 256 levels. Let the DEMO mode run to see a peek at other Telegames releases. ©1991 Telegames. #LX102.
- Raiden** **Telegames** **\$8/R0**
Developed by Fabtek. Based on the 1990 Seibu Kaihatsu coin-op. Listed on Atari's Master Part # Listing. Atari announced this game in its catalogs but it never made it out the door. 3rd party publisher Telegames got the rights to it and produced it in limited quantities. ©1990 Fabtek Inc. #PA2078.
- Rampage** **Atari** **\$15/R4 +**
Designed by Peter Wierzbicki. Based on the 1986 Bally Midway coin-op. Art and Animation by Susan G. McBride and Melody Rondeau. Music and Sound by Bob Vieira and LX Rudis. Thanks to all the links: John Skruich, Juli Wade, Steve Jungels, Greg Omi, Jerome Strach, Eric Ginner, Bruce Coleman and Tom Gillen. 1 to 4 players can lynx up in this game. Notice the SGM in the bottom right corner of the title screen. Those are the initials of Artist Susan G. McBride. Always an arcade favorite, this faithful adaptation even features a new character: Larry the Lab Rat. The newspaper headlines in the game are quite amusing with such gems as "Giant Lizard Eats Pizza-Lovin' Plumber.", "Giant Monster Quoted: 'Play Shanghai Or Else...'" While Destroying San Diego" and "There Are No (Buy A Lynx) Subliminal Messages (Or Two) In This Game (Buy A Lynx)..." Supports multiple-system linking. EASTER EGGS: To play on any level, select a character and press pause while on the character selection screen. Hold Option 1 and move the D-pad when the headlines appear to change levels. SANTULLI SLANT: With a few subtle differences to make it more than just an arcade port, the tiny version of the game with the big monsters works rather well on the Lynx. Gosh how I wish I could be a giant monkey. I'd settle for being a medium-sized monkey, even, but the ability to smash stuff like this is just the ever lovin' end. [Gr: 7, So: 6, Ga: 7, Ov: 7] ©1986 Bally Midway. #PA2022.
- Rampart** **Atari** **\$2/R1**
Designed by Jerome Strach, Eric Ginner. Based on the 1990 Atari coin-op. Art and Animation by Susan G. McBride, Eric Elliot and Melody Rondeau. Music by LX Rudis. Produced by John Skruich. 1 to 2 players can lynx up in this game. You can see the initials of the Artists on the first 3 title screens. Take a close look at the ship on the box artwork and note the Atari symbols on the sails as well as the name of the ship. A sign of things to come? Supports multiple-system linking. ©1991 Tengen. #PA2102.
- RoadBlasters** **Atari** **\$12/R0 +**
Designed by D. Scott Williamson. Based on the 1986 Atari coin-op. Artwork by Bob Nagel. Title Music by Dave Tumminaro. Special Thanks to Atari Games for their Support and Cooperation. ©1990 Tengen. #PA2036.
- Robo-Squash** **Atari** **\$2/R2**
Designed by Ed Schneider. Artwork by Bob Nagel. Produced by Craig Erickson. 1 to 2 players can lynx up in this game. How can you go wrong when you're playing Squash with giant frogs, eyeballs, and wide open mouths with red lips? Reminds us of a sex session... Supports multiple-system linking. ©1990 Atari Corp. #PA2035.
- Robotron: 2084** **Williams** **\$25/R4**
Designed by Dave Dies. Developed by Shadowsoft. Based on the 1982 Williams coin-op. Original arcade game designed by Eugene Jarvis. Original Music by Chris Gundlack. Graphics and Sound Effects by Dave Dies. This title is listed on Atari's Master Part # Listing as #PA2082. Another classic coin-op conversion. This one has trouble, like most Robotron conversions do, because of the lack of a second joystick to fire with. Still, not bad overall and you gotta love the music. Shooter/360 Degrees. ©1991 Shadowsoft. #PT5003.

- ❑ Rygar** **Atari** **\$12/R3 +**
Designed by Doug Haehn. Music by Doug Hubbard. A great side-scrolling platform shooter! ©1986, 1990 Tecmo Ltd. #PA2043.
- ❑ S.T.U.N. Runner** **Atari** **\$5/R0**
Based on the 1989 Atari Games coin-op. This was one of the titles that included a giant poster of the game with instructions on the back. ©1991 Tengen. #PA2060.
- ❑ Scrapyard Dog** **Atari** **\$15/R3**
Designed by Isabelle C. Lechner. Developed by Creative Software Designs. Creative Director: Lori S. Pearsall. Artist: Beverly S. Miller. Music by John Foley. Produced by Steve Ryno. This was one of the titles that included a giant poster of the game with instructions on the back. Early references to this game called it "Junkyard Dog". ©1991 Atari Corp. #PA2048.
- ❑ Shadow of the Beast** **Atari** **\$3/R0**
Designed by Andrew Bond. Developed by Digital Developments. Music and SFX by Tim Swan. Graphics by Andrew Bond. Original Game by Reflections. Based on the popular Atari ST/Amiga game of the time. Action/Platform/Hack & Slash. ©1992 Psygnosis Ltd. #PA2081.
- ❑ Shanghai** **Atari** **\$3/R0 +**
Designed by Eric Ginner, Jerome Strach. Art by Susan G. McBride and Melody Rondeau. Music by LX Rudis and Bruce Coleman. Produced by Juli Wade. 1 to 2 players can lynx up in this game. The classic Mahjong game comes to the Lynx! A great translation that retains it's addictiveness on the small screen. Supports multiple-system linking. ©1986 Mediagenic, 1990 Atari Corp. #PA2063.
- ❑ Steel Talons** **Atari** **\$1/R1**
Designed by John Sanderson. Developed by NuFX. Based on the 1991 Atari coin-op. Music and SFX by Matt Scott. On the box artwork, notice the Atari symbol on the right wing of the plane. ©1991 Tengen. #PA2104.
- ❑ Super Asteroids/Missile Command** **Atari** **\$20/R0**
Designed by Steve Marschner. Graphic Art: Steve Marschner and Heidi Wendling. Produced by Garry Winer, Juli Wade and Ted Tahquechi. Tested by Hans Jacobsen and Sean Patten. Two updated classics for the price of one. ©1994 Atari Corp. #PA2093.
- ❑ Super Off-Road** **Telegames** **\$20/R0**
Based on the 1989 Leland coin-op. 1 to 4 players can lynx up in this game. Atari's Master Part # Listing has this game listed as part number PT5008. Like other Telegames releases, the overall quality of the box, manual, etc. lack polish. Early versions of this game cartridge shipped as an EPROM on a bare circuit board. Supports multiple-system linking. ©1993 Tradewest, Telegames. #L262.
- ❑ Super Skweek** **Atari** **\$1/R1**
Designed by Laurent Arditi. Developed by Loriciel. Original Concept by Laurent Arditi and Stephane Ducasse. Art by Stephane Ducasse and Geoffrey Adamczyk. Music by Olivier Delerue. 1 to 2 players can lynx up in this game. This was one of the titles that included a giant poster of the game with instructions on the back. Based on an obscure but popular Atari ST/Amiga game. Supports multiple-system linking. ©1991 Loriciel. #PA2100.
- ❑ Switchblade II** **Atari** **\$3/R0**
Developed by Gremlin. Based on an obscure but popular Atari ST/Amiga game. ©1992 Gremlin Graphics Ltd. #PA2094.
- ❑ Todd's Adventures in Slime World** **Atari** **\$5/R2 +**
Designed by M. Peter Engelbrite. Developed by Epyx. Art by Matt Crandale and Phil Vaughan. Sound by Chris Grigg. Music by Eric Vanhee. Testing by Secret Underground Labs. 1 to 8 players can

lynx up in this game. Supports multiple-system linking. ©1990 Epyx. #PA2029.

- ❑ Toki** **Atari** **\$8/R0**
Designed by D. Scott Williamson, Robb Mariani, Bob Nagel, Matt Scott. Based on the 1989 TAD Corporation coin-op. ©1989 TAD Corp. #PA2066.
- ❑ Tournament Cyberball** **Atari** **\$1/R1**
Based on the 1988 Atari Games coin-op. 1 to 4 players can lynx up in this game. This was one of the titles that included a giant poster of the game with instructions on the back. Don't be fooled by the title of this game. It is not "Tournament" Cyberball but rather the original Cyberball 2072. If you look at the first title screen, you can see that it looks like the word "Tournament" was added at a later date. There is no tournament mode and other screens refer to the game as Cyberball 2072. Supports multiple-system linking. ©1991 Tengen. #PA2038.
- ❑ Turbo Sub** **Atari** **\$8/R0**
Designed by Ed Schneider. Based on the 1994 Entertainment Sciences coin-op. Music by Matt Scott. Graphics by Robb Mariani and Ed Schneider. 1 to 2 players can lynx up in this game. This was one of the titles that included a giant poster of the game with instructions on the back. Who would have thought that Turbo Sub was an arcade game. We're not sure if this game is based on the coin-op of the same name since the arcade version was only a prototype and was never commercially available. Supports multiple-system linking. ©1991 Atari Corp. #PA2047.
- ❑ Ultimate Chess Challenge, The Fidelity** **Telegames** **\$20/R0**
Atari's Master Part # Listing has this game listed as part number PT5001. #LX101.
- ❑ Viking Child** **Atari** **\$3/R0**
Designed by David Chiles. Developed by Imagitec Design. Graphics by P. Goldsmith and Nigel Cook. Music by Barry Leitch. Produced by Juli Wade. This was one of the titles that included a giant poster of the game with instructions on the back. ©1991 Imagitec Design Ltd. #PA2064.
- ❑ Warbirds** **Atari** **\$12/R0 +**
Designed by Rob Zdybel. Art and Animation by Susan G. McBride and Melody Rondeau. Sound and music by Bob Vieira. Thanks to the Atari Crowd and the Friday Knights. Special Thanks to John Skruh and Dave Needle. The next credit screen contains the words: "For My Father", obviously a dedication by the programmer. 1 to 4 players can lynx up in this game. One of the best multiplayer games available for the Lynx. It doesn't get much better than this. Supports multiple-system linking. ©1990 Atari Corp. #PA2032.
- ❑ World Class Fussball/Soccer** **Atari** **\$12/R0**
Designed by Ted R. Niemiec, Brian A. Rice, Rob McCool, Wm. B. Norris IV. Developed by Brian A. Rice Inc. Graphics by Rick Inocci, Glenn Leszczak, Joel Seider, Ted Niemiec, and Tom Fessler. Music and Sound by Cliff Falls and Chuck Batson. Game Play Consulting by Ihor Kutynsky and Tom Fessler. 1 to 2 players can lynx up in this game. According to Atari's Master Part # Listing, this game was originally called "Super Soccer". On the box artwork, note the Atari symbol on the players shorts. Now Soccer may be a World Class event but it just doesn't translate well to a game screen. And there's certainly no need for 2 Soccer games on a platform like the Lynx. If you have to choose, go with this one over the Telegames version. Supports multiple-system linking. ©1992 Atari Corp. #PA2037.
- ❑ Xenophobe** **Atari** **\$15/R0**
Designed by Gil Colgate. Based on the 1987 Baldi Midway coin-op. Art by Phil Vaughan. Sound by Chris Grigg. 1 to 4 players can lynx up in this game. Check out the "Alien" inspired creature on the box.

I'm surprised H.R. Giger didn't sue for infringement. Supports multiple-system linking. #PA2026.

- ☐ **Xybots** **Atari** **\$1/R1 +**
Designed by Patrick Quinn. Developed by NuFX. Based on the 1987 Atari Games coin-op. Music and SFX by Matt Scott. 1 to 2 players can lynx up in this game. This was one of the titles that included a giant poster of the game with instructions on the back. A great arcade conversion that keeps you coming back for more. Supports multiple-system linking. ©1991 Tengen. #PA2062.

- ☐ **Zarlor Mercenary** **Atari** **\$12/R0**
Designed by Chuck Sommerville. Developed by Epyx. Graphics by Matt Crystdale. Levels, Music and SFX by Chris Grigg. Additional Programming by Stephen Landrum. 1 to 4 players can lynx up in this game. A colorful but hard-as-hell shooter! Supports multiple-system linking. ©1990 Epyx. #PA2300.

Total # of items for this section: **77**

Homebrew Games

- ☐ **Crystal Mines 2: Buried Treasure** **Songbird** **\$40/R1**
Designed by Ken Beckett, Carl Forhan. Developed by Songbird. Levels by C. Scott Davis, Carl Forhan, Harry Dodgson, Stephen Anderson, and Dan Loosen. Carl hooked up with designer Ken Beckett who revealed a hidden feature in the original game to d/l new levels through the ComLynx port hooked to a PC. 125 new levels also includes original levels. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> ©2003 Songbird. #CF2008.

- ☐ **CyberVirus** **Songbird** **\$40/R1**
Designed by Kris Johnson, Carl Forhan. Developed by Beyond Games. 16 Missions. Only 1 mission when got the game. Made 16 of own and didn't use that one. Original Cybervirus prototype had 8 missions on it. Licensed the rights and source to CV, ultra Vortex, and Mechtiles. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> EASTER EGGS: title screen, press op1 + B + A, enables expert mode. Makes missions harder

on mission screen, hold left or right and press op2 to select any mission except firebase #2 ©2002 Songbird. #CF2007.

- ☐ **CyberVirus: CinciClassic Edition** **Songbird** **\$100/R8**
Designed by Kris Johnson, Carl Forhan. Developed by Beyond Games. Released in Nov 2001 at the CinciClassic show. Only 25 made. Each case is numbered. Only had 8 missions. 2 missions not in final release. Unique intro screens and in game graphics. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> ©2001 Songbird. #CF20B1.

- ☐ **Lexis** **Songbird** **\$40/R1**
Designed by Dave Dies. Developed by Shadowsoft. A finished game that never made it out the door. Songbird licensed the game and made it available to the community. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> EASTER EGGS: Hidden Galaxian Game: on TOC screen enter L,r,l,r,d,u,op1,op2 and then start pages game.

Spell word warp it will allow you to warp. Other words do other stuff. ©1994 Shadowsoft. #CF2003.

- ☐ **Othello** **Self-Published** **\$40/R1**

Designed by Harry Dodgson. 1 to 2 players can lynx up in this game. 3 ways: 2 players alternate on 1 lynx. 2 ComLynx w 2 copies of game or ComLynx with 1 game and 1 LGSS cart. Lynx game sharing system. Supports multiple-system linking. ©1999 Harry Dodgson. #61.

- ☐ **Ponx** **Songbird** **\$40/R1**
Designed by Carl. 1st full game published by Songbird. 2 players via 1 lynx. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> EASTER EGGS: opt1 & opt 2 on opt screen, enables evil mode where ball fly in random directions.

While paused, press & hold op2, then press up for enable extra ball (max 3 onscreen) ©1999 Songbird. #CF2002.

- ☐ **Remnant: Planar Wars 3-D** **Songbird** **\$40/R1**
Designed by Carl. Developed by Songbird. Graphics by Barry Bankhead. All versions are special CGE 2K version. There is a boss at the end of the game. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> EASTER EGGS: press + hold op2 at CGE screen you get pic of Carl.

Paused, press a to restore full hull strength.

Paused, press op1 to destroy all active enemies.

Bug in code that allows cheats to be this simple. Supposed to be multi button presses. ©2000 Songb. #CF2005.

- ☐ **S-I-M-I-S** **Self-Published** **\$0/R0**
Designed by B Schick.

- ☐ **SokoMania** **MW Software** **\$40/R1**
Designed by Markus Wuehl. Developed by MW Software. Sokoban clone. 1st hobby game to feature a mod player in background music ©1999 MW Software.

- ☐ **T-Tris** **Self-Published** **\$0/R0**
Designed by B Schick.

Total # of items for this section: **10**

PROTOTYPES AND ONE OF A KIND

- ☐ **Alien vs. Predator** **Atari** **\$0/R10**

Developed by Images Software. Listed on Atari's Master Part # Listing. Several different versions of this prototype have been found. An early version has no sound and seems to contain just a basic floor plan while a later revision has more depth including music, title screens, etc. #PA2110.

- ☐ **Centipede** **Atari** **\$0/R10**

Developed by Shadowsoft. Based on the 1980 Atari coin-op. Original arcade game designed by Donna Bailey. Another classic conversion from Shadowsoft. Unfortunately, this one never made it out the door. This game required you to rotate and hold your Lynx 90 degrees to the left. Shooter/Fixed-Screen.

- ☐ **Daemonsgate** **Atari** **\$0/R10**

Designed by Chris Urquhart, Jamie Irvine. Developed by Imagitec Design. Graphics by Kristi-Louise Herd. Designed by Martin Cowan. Produced by Juli Wade. Listed on Atari's Master Part # Listing. ©1993 Imagitec Design. #PA2090.

- ☐ **Dungeon Slayers** **Atari** **\$0/R10**

- ☐ **Eye of the Beholder** **Atari** **\$0/R10**
Developed by NuFX. 1 to 4 players can lynx up in this game. Listed on Atari's Master Part # Listing. Supports multiple-system linking. #PA2095.
 - ☐ **Loopz** **Atari** **\$0/R10**
Developed by Hand Made Software.
 - ☐ **Lynx Diagnostic** **Atari** **\$0/R10**
 - ☐ **Marlboro Go!** **Atari** **\$0/R10**
Developed by Digital Image.
 - ☐ **Mechtiles** **Songbird** **\$0/R10**
Developed by Beyond Games. Carl has proto. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/>
 - ☐ **Pounce!** **Atari** **\$0/R10**
Designed by Al Baker. Listed on Atari's Master Part # Listing. Only a demo version of this game has been found to date. ©1992 Atari Corp. #PA2108.
 - ☐ **Relief Pitcher** **Atari** **\$0/R10**
Based on the 1992 Atari coin-op. 1 to 2 players can lynx up in this game. Listed on Atari's Master Part # Listing. Features some cool digitized broadcasting. Supports multiple-system linking. ©1992 Atari Corp. #PA2111.
 - ☐ **Road Riot 4WD** **Atari** **\$0/R10**
Designed by Jon Williams, Nick Snape. Developed by Images Software. Based on the 1991 Atari Games coin-op. Graphics by Steve Bedser. Produced by Ted Tahquechi and Jason Lihou. Tested by Hank Cappa, Scott Hunter, Hans Jacobsen, Andrew Keim. 1 to 2 players can lynx up in this game. Listed on Atari's Master Part # Listing. Supports multiple-system linking. ©1994 Tengen. #PA2103.
 - ☐ **Ultra Vortek** **Songbird** **\$0/R10**
Developed by Beyond Games. Carl has proto. 1 to 2 players. 2 fighters. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> Supports multiple-system linking.
- Total # of items for this section: **13**

BUMOR MILL

- ☐ **720** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. An Atari Adventure insert in the July '91 issue of Video Games and Computer Entertainment had this to say: "In this coin-op conversion you must ride your skateboard around the neighborhood avoiding traffic and killer bees. Try to pick up enough stray cash to get you into the skate parks and win some serious bucks to upgrade your gear. 'Skate or Die!' dude." #PA2040.
- ☐ **Barbarian Bodyguard** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. An Atari Adventure insert in the July '91 issue of Video Games and Computer Entertainment mentions this game by title as coming soon. It's possible this was an early name and the game was released as something else. #PA2071.
- ☐ **Blood & Guts Hockey** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Most likely based on the Basketbrawl "street fighting" type of sports games. #PA2096.
- ☐ **Cabal** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2067.

- ☐ **Dungeons & Dragons** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2069.
- ☐ **Escape From the Planet of the Robot Monsters** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Another arcade conversion from Tengen that would have been awesome to see on the small screen. #PA2114.
- ☐ **European Tournament Soccer** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. Egads! Not another Soccer game for the poor Lynx... #PA2113.
- ☐ **Full Court Press** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2098.
- ☐ **Geo Duel** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. From a 1991 Lynx catalog: "By far one of the most intense 3D games. Geo Duel utilizes the Lynx's hardware scaling to the max! You pilot your ship over a city, zapping the enemies that approach from every angle. You may trap your opponent and smash him into oblivion, if you desire. Behind you, up to four opponents with individual views are racing to catch you! If they do, you and your ship are instant space dust! Grab weapon power-ups that float by and destroy enemy walls in this futuristic first-person game. Available June 1992." ©1991 Atari Corp. #PA2075.
- ☐ **Guardians: Storm Over Doria** **Telegames** **\$0/R0**
Designed by Tom Schenck. Developed by Knight Technologies. 1 to 4 players can lynx up in this game. According to the programmer, the game was only about 30% complete. No copies of this game have been found to date. From a Lynx catalog, "This fantasy role playing game has you interacting with the townspeople of Doria as you search for clues in your quest to keep Doria from eternal winter. Beautiful graphics and special player abilities make this four-meg cart with battery backup a truly incredible game." Supports multiple-system linking. ©1992 Telegames.
- ☐ **Hammerhead & Sparks** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2107.
- ☐ **Heavyweight Contender** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2097.
- ☐ **Lucky Stars** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. The name just oozes "cutesy platform game". #PA2099.
- ☐ **Metal Arc** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2072.
- ☐ **Rolling Thunder** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. An Atari Adventure insert in the July '91 issue of Video Games and Computer Entertainment had this to say: "You're the slickest secret agent since James Bond himself! Now you must infiltrate a terrorist organization and rescue your partner - alone! Great arcade action brings you all the looks and feel of the coin-op classic." #PA2058.
- ☐ **Space War** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2084.
- ☐ **Strider 2** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2083.
- ☐ **Taxi** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2079.
- ☐ **Time Lords of Xantac** **Atari** **\$0/R0**
Listed on Atari's Master Part # Listing. #PA2051.

☐ **Tower Toppler** Atari \$0/R0

Listed on Atari's Master Part # Listing. #PA2027.

☐ **Vindicators** Atari \$0/R0

1 to 2 players can lynx up in this game. Listed on Atari's Master Part # Listing. An Atari Adventure insert in the July '91 issue of Video Games and Computer Entertainment had this to say: "Controlling the most powerful tank in the solar system, you must infiltrate an alien space station to eliminate their leader. One or two players can play simultaneously in this great conversion of the Atari coin-op hit." Supports multiple-system linking. #PA2033.

☐ **Wolfenstein 3-D** Atari \$0/R0

Listed on Atari's Master Part # Listing. #PA2115.

☐ **Zorro** Atari \$0/R0

Listed on Atari's Master Part # Listing. #PA2112.

Total # of items for this section: 23

CD ROM GAMES☐ **Crystal Mines 2: Buried Treasure - Expansion Pack** Songbird \$40/R4

Designed by C. Scott Davis. Developed by Songbird. Only 30 made included 50 new levels. Needed custom cable to d/l from pc. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> ©2000 Songbi.

Total # of items for this section: 1

DEMOS, SAMPLERS, & NON GAMES☐ **Blue Lightning Demo Card** Atari \$15/R4

Developed by Epyx. #PA2054.

☐ **CGE 5th Anniversary Cart** Songbird \$60/R6

Designed by Bjorn Spruck. Developed by Songbird. A special commemorative cart made for Classic Gaming Expo. Only 60 were made and available at the show. Slideshow of 16 hi-color photos. Normally 16 color but this used 100 of colors. Features mod player in background music. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> ©2002 Songbird. #CF2008.

☐ **SFX: The Ultimate Audio Tool** Songbird \$40/R2

Designed by Carl Forhan. Developed by Songbird. A sound programming tool designed by Carl Forhan to assist him with his Lynx programming. Carl realized the tool could be useful to other homebrew Lynx developers and released the utility in 1998. Songbird titles are available through Songbird Productions' home page at <http://songbird.atari.net/> ©1998 Songbird. #CF2001.

Total # of items for this section: 3

Total # of items in all: 127

HISTORICAL NOTES

Launched in the USA 1989. Original retail price: \$159.99.

TECHNICAL NOTES

Processor: custom CMOS x2 (16-bit)

Processor Speed: 16MHz

Memory: 64K RAM

Resolution: 160 x 102

Screen Size: 3.5"

Color palette: 4096 colors

Colors: 16 colors per scan line

Sound: 4 channel stereo sound

Game Media: Cards

No problems using European carts on a US system or vice-versa.

MEMOREX VIS

In the early 90's, video games were under fire from numerous groups. They claimed video games were too violent, that they were not educational, and that they were corrupting our youth. In response to these, various attempts were made to make video games seem friendlier, and nicer. They called it "Edutainment", a combination of teaching and gaming. Even the big players got in on the edutainment bandwagon. Nintendo put out **Mario is Missing** and **Mario's Time Machine**. Sega put out their Pico console. Both were utter failures, because, as it turns out, when you take away the violence and fun from video games, then there's really no point to playing them. They were not the only casualties of a fad gone wrong, however. Enter the VIS.



Quite possibly one of the most obscure consoles of all time, the VIS was released to Radio Shack stores in 1992. Originally retailing for \$399, the VIS came with a wireless controller and a copy of Compton's Encyclopedia. There was some definite power under it's hood- sporting a 12 MHz AMD 286 processor, capable of over an advertised 16 million colors, visuals were not a problem. Also of note was the OS on the console- it ran a modified version of Windows. As such, the VIS marks Microsoft's first venture into the console realm. It also included several features we take for granted on modern consoles, such as memory cards, S-Video output, audio CD playback, and wireless controllers.

Interestingly enough, for whatever reason, Memorex and Tandy refused to allow the Microsoft logo to appear anywhere on their console, even in the OS code. It's been said the case went to Bill Gates himself before he ultimately relented and allowed the MS logo to be removed. It was a sign of things to come for the VIS.

Alas, the Achilles Heel of the VIS was also it's major selling point- it was a console built for edutainment titles. Everything from the King James Bible to cookbooks to historical games such as **Sail With Columbus** can be found on the console. It makes you wonder what sort of business model they were using. Did they really expect children to rush home after a day at school so they can delve into a rousing game of **World Vista**? That those kids would cry, wanting to stay up later, so that they could get further in **The Manhole**? Not all the games on the VIS are outright terrible, though- a savvy gamer can find PC games such as **Adventures of Victor Vector**, **Links**, and **Sherlock Holmes: Consulting Detective**. Sadly, some of the best stuff that was planned for release on the VIS never saw the light of day. Titles such as **Inspector Gadget**, **Laura Bow and the Dagger of Amon Ra**, **Loom**, and **Lemmings** may not have saved the system, but they would have made it seem at least a little more appealing.

By the end of 1993, the VIS was catalog-order only in most Radio Shack stores, and was on clearance by the end of its run in 1994. Even then, most people weren't buying, and the VIS faded into obscurity.

I first learned of the VIS in June of 2002. My friend's girlfriend was selling some items from her game collection to help pay for an apartment, and asked me if I wanted to buy her first, childhood system, the VIS. Not surprisingly, my initial reaction was to wonder "what the hell is a VIS?" but a quick trip through the search engines online clued me in on the obscure and rare console, and a few weeks later, I had become the proud owner of a VIS, sans A/V cables.

In retrospect, that may have been a good thing. After getting some cables at the store, I plugged it in; eager to sit

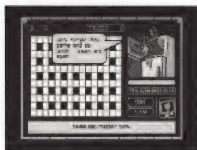
down and see what sort of lands the VIS could take me to. A familiar publisher caught my eye in Activision, and so, I plopped **The Manhole** into the VIS to see what awaited me.

Oh. Dear. God.

What followed that abomination was not much better. "Games" such as **Kid-Fun**, **Sail With Columbus**, **Our House**, and **Wild Animals!** assaulted my senses in a stream of educational dreck. I now learned the horrible truth, why the girl wanted to be rid of her first video game console so badly. Why she would throw away nostalgia for a few bucks... I had played the VIS. It's sad when the best game on the console is a short demo of a game on the sampler disc, but that speaks volumes about the quality of games on the VIS.

Due to it's pathetic library, incredible obscurity, and rarity, the VIS has virtually no collectors for it. This is almost a blessing in disguise—though the console itself is relatively pricey, many of the games can be had, complete, for pretty small amounts of cash. Though in online auction sites, VIS hardware and software only may pop up once or twice a month, there are still a few dealers of VIS equipment to be found on the web. And though you may never find yourself playing it, the VIS is a nice conversation piece. Not only for it's historical significance in terms of Microsoft, but also for what it represents—it is the epitome of public backlash against video game violence, and it's utter failure shows just how many people truly listened to such alarmist tales.

- Kevin Bunch



Mutanoid Word Challenge



Race the Clock



Rodney's Funscreen



Sherlock Holmes



Sherlock Holmes 2



World Vista

Section written and maintained by Kevin Bunch. Edited by Joe Santulli.

Game Release Notes: This system is priced as "complete" due to its relative newness. Complete games include the manual, CD case, outer cardboard box, and of course, the game itself.

U.S. GAME RELEASES

USA

- Awesome Adventures of Victor Vector & Rondo, The: The Vampire's Coffin** **Sanctuary Woods** **\$4/R6**
 "A fully interactive comic book adventure that lets you direct Victor and Yondo as they battle ghouls, specters, zombies and vampires to retrieve the Vampire's Coffin and bring it back to the Museum of Fantastic Phenomena." A complete copy includes a controller reference. One of the only true games on the VIS, and a pretty good one as well. Recommended to anyone who owns the console. It's not easy to find, though, but it is worth it. *Puzzle/Point & Click*. Released 1992. ©1992 Sanctuary Woods. #25-6115.
- Bible Lands, Bible Stories** **Con-Text** **\$5/R5**
 See your favorite bible stories on the VIS. Yes, for all intents and purposes, this is just a compilation of bible stories with art. Educational/General. Released 1992. ©1992 Con-Text Systems. #25-6157.
- Fitness Partner** **MPC** **\$6/R6**
 Look out, Richard Simmons. Someone actually thought making a fitness FMV game for the VIS was a good idea. The box claims it works on PCs as well. Uses the Save-it memory card. Rarely pops up in online auctions, and considering the premise, that may be a good idea. Action/Full-Motion Video. Released 1993. ©1992, 1993 Computer Directions. #25-6150.
- Great Lives** **JLR** **\$4/R4**
 Interactive biographies that combine music with narration and pictures to create an experience you wish you could forget. There's also an interactive game, if you haven't tortured yourself enough. Educational/General. Released 1992. ©1992 The JLR Group. #25-6148.
- Kid-Fun** **Mindplay** **\$5/R5**
 Sing along to the lively music of Cindy the Songlady! Oh. My. GOD. This gives new definition to the word "awful". If you've ever wanted to see a waste of CD space, this is it. Educational/General. SANTULLI SLANT: You KNOW you've got trouble as a gamer when the package says "Ages 2 to Adult". Another PC-style shovelware title to make the Memorex VIS library look like it's got stuff. It doesn't. [Gr: 4, So: 5, Ga: 1, Ov: 2] Released 1992. ©1992 Mindplay, Methods & Solutions Inc. #25-6164.
- Learn to Play Guitar** **Parallax Publ** **\$4/R6**
 Comes with a lyric sheet. Educational/General. Released 1992. ©1992 Parallax Publishing, 1992 James Lee Stanley. #25-6177.
- Links: The Challenge of Golf** **Access** **\$1/R3**
 Three levels of play but just one course: Torrey Pines in San Diego, CA. The box claims that at least seven other courses are available but we've never seen them. One of the best games on the VIS, and one of the most easily available. If you like golfing games, pick it up. Sports/Golf. Released 1992. ©1992 Access Software Inc. #25-6114.
- Manhole, The** **Activision** **\$7/R4 -**
 Developed by Cyan. "New and Enhanced!" Some would call Super Pitfall the worst game Activision ever made. They haven't touched this. It's like a tripped out Myst, only without the fun. Worst game
- on this console? Quite possibly. *Puzzle/Point & Click*. Released 1992. ©1992 Activision. #25-6155.
- Meeting of Minds Series, The JLR** **\$4/R3**
 "Interactive Games of History, Art, Music, and Ideas". Featuring the talents of funny man Steve Allen. Traditional/Game Show. LANDMARK: According to the packaging, this series is Winner of an Emmy, Peabody Award, Critic's Circle Award, and a Film Advisory Board award. Released 1992. ©1992 The JLR Group Inc. #25-6147.
- Mosaic Magic** **Kinder Magic** **\$7/R6**
 "A toy creativity tool and math teacher in one". Contains four visual games, Tattle Tiles, Masterpieces, Magic Mirrors, and Mosaic 1, 2, 3. The original package contains a shape stencil in addition to the usual trappings. More desirable to collectors with that included. The box also claims it runs on PCs. Educational/Math. Released 1993. ©1993 Kindermagic Software. #25-6123.
- Mutanoid Math Challenge** **Legacy** **\$5/R3**
 Solve word problems and create an equation crossword puzzle. Because when we think fun, we think word problems. Educational/Math. Released 1992. ©1992 Legacy Software. #25-6169.
- Mutanoid Word Challenge** **Legacy** **\$4/R5**
 The mutanoids are back, and to beat them you must master language learning skills. Yes, that's right. Language skills. Master many of the most commonly misspelled words, in this criss-cross word game. Educational/Language. Released 1992. ©1992 Legacy Software. #25-6170.
- My Paint** **Saddleback** **\$9/R5**
 Features a complete paint program, coloring books, and "video coloring books". Educational/General. Released 1992. ©1992 Saddleback Graphics. #25-6122.
- Playing With Language: Games in English** **Syracuse Lang** **\$4/R4**
 Teaches English using various games and puzzles. Good if English isn't your first language, or if you've got children that you want to help learn to speak. Educational/Language. Released 1992. ©1992 Syracuse Language Systems Inc. #25-6120.
- Playing With Language: Games in French** **Syracuse Lang** **\$4/R4**
 Uses memory teasers, puzzles, brain teasers to teach the French language. There's over 20 games in all. Educational/Language. Released 1992. ©1992 Syracuse Language Systems Inc. #25-6119.
- Playing With Language: Games in German** **Syracuse Lang** **\$4/R4**
 Using the same technique as all the other Playing with Language titles, this features numerous games and total immersion in the German language. Educational/Language. Released 1992. ©1992 Syracuse Language Systems Inc. #25-6118.
- Playing With Language: Games in Japanese** **Syracuse Lang** **\$4/R4**
 Software that might actually prove useful to import-loving Americans! Includes Memory Teasers, Concentration, Jigsaw Puzzles, Simon Says, Numbers, Bingo, Build a Face, Dress the Baby and Telling Time. Educational/Language. Released 1992. ©1992 Syracuse Language Systems Inc. #25-6185.
- Playing With Language: Games in Spanish** **Syracuse Lang** **\$4/R4**
 Though the graphics are clearly meant for children, this title can be helpful to any ages. Utilizing brain teasers and memory games to help teach Spanish, the game does not provide translations, but rather a total immersion in the language. Educational/Language.

Released 1992. ©1992 Syracuse Language Systems Inc. #25-6117.

- ☐ **Race the Clock** **Mindplay** **\$4/R4**
Plays a little like Concentration. Puzzle/Memory. Released 1992. ©1992 Mindplay, Methods & Solutions Inc. #25-6163.

- ☐ **Rick Ribbit's Adventures in Early Learning** **Tadpole** **\$5/R3**
Learning game, wherein you take the role of a frog, and solve basic math, visual, and word problems. Educational/General. Released 1992. ©1992 Tadpole Productions. #25-6172.

- ☐ **Rodney's Funscreens** **Activision** **\$4/R3**
"5 Wacky Zany Games", including Dinky's House, Guess-o-Matic, Alphabeeps, Too Many Monsters, and Barber Joe. Created by renowned artist Rodney Alan Greenblatt, who most gamers will identify with from his PaRappa the Rappa series. Educational/General. Released 1992. ©1992 Art In The Box, Activision Inc. #25-6152.

- ☐ **Sail With Columbus** **Parallax Publ** **\$4/R3**
Read historical information, or try your own hand at piloting the Nina to see where you would have ended up. Hopefully, over the edge of the world, with this game in tow. Educational/General. Released 1992. ©1992 Parallax Publishing, Renaissance Media Group. #25-6181.

- ☐ **Secrets of Hosea Freeman, The** **Audobon** **\$4/R3**
Developed by Top Ten. "An Environmental Mystery produced by the National Audubon Society". In this title, you must interview neighbors and search for clues to answer the Capt. Freeman's mystery. Action/Full-Motion Video. Released 1992. ©1992 National Audubon Society. #25-6144.

- ☐ **Sherlock Holmes: Consulting Detective** **ICOM** **\$4/R3**
Features three interactive mysteries: The Mummy's Curse, The Tin Soldier, and The Mystified Murderess. Uses the Save-It memory card. Complete copies will include a small newspaper insert. One of the best games on the VIS, if you own the console, it's worth getting. Action/Full-Motion Video. Released 1992. ©1992 ICOM Simulations Inc. #25-6183.

- ☐ **Sherlock Holmes: Consulting Detective Vol II** **ICOM** **\$4/R6**
Features three interactive mysteries: The Two Lions, The Pilfered Paintings, and The Murdered Munitions Magnate. Uses the Save-It memory card. A complete copy comes with a small newspaper insert. One of the best games on this, the platform, and it's predecessor are worth tracking down. Keep in mind, though, that this one is more difficult to find. Action/Full-Motion Video. Released 1992. ©1992 ICOM Simulations Inc. #25-6184.

- ☐ **SmartKids Challenge One** **Arkeo** **\$3/R5**
Features two brain games, "AquaLogic" and "Enigmiana". Educational/General. Released 1992. ©1992 Arkeo. #25-6176.

- ☐ **Talking Stepping Stones** **Compu-Teach** **\$4/R3**
"Reading, Language, & Math All in One Package". Educational/General. Released 1992. ©1992 Compu-Teach. #25-6113.

Total # of items for this section: 27

HARDWARE AND PERIPHERALS

US

- ☐ **Memorex MD-2500 VIS** **Memorex** **\$70/R0**

The Memorex VIS itself was released in late 1992 and sold through Radio Shack. It was a total flop, ultimately becoming a catalogue-order clearance item. By 1994, it was gone, scarcely even a blip on the radar. It came packed with a copy of Compton's Encyclopedia, a wireless controller, and retailed for \$399 dollars at launch. LANDMARK: Technically Microsoft's first foray into the video game market. They wrote a specialized version of Windows, known as Modular Windows, as the OS for the console. Oddly, Tandy/Memorex forced Microsoft to remove their logo from the OS's code for unknown reasons. Released 1992. #16-376.

- ☐ **Memorex VIS Wireless Controller** **Memorex** **\$14/R0**
Originally a pack-in with the VIS, runs on 4 AAA batteries. Released 1992. #16-354.

- ☐ **Save-It Memory Card** **Memorex** **\$14/R0**
A memory card for the VIS that can be used to save your progress. Released 1992.

Total # of items for this section: 3

BUMER MILL

US

- ☐ **Bake & Taste** **Mindplay** **\$0/R0**
Test your skills with the Mindplay taste testers in this baking game.
- ☐ **Easy Street** **Mindplay** **\$0/R0**
There's a gorilla loose on easy street, and she loves to shop! Find all the items on your shopping list while keeping Knuckles the Gorilla out of your shopping cart.
- ☐ **Eco Quest: Search for Cetus** **Sierra** **\$0/R0**
Learn about the fragile ecosystem! Man made waste has mutated a denizen of the deep, and only you can save Earth.
- ☐ **Inspector Gadget!** **Unknown** **\$0/R0**
Dr. Claw is at it again! Now he wants to ruin our environment!
- ☐ **Jones in the Fast Lane** **Sierra** **\$0/R0**
A board game style "adventure in real life". Advertised for release on the Title Sampler.
- ☐ **King's Quest V** **Sierra** **\$0/R0**
The magical kingdom is more exciting than ever on VIS!
- ☐ **Laura Bow: The Dagger of Amon Ra** **Sierra** **\$0/R0**
You are Laura Bow, a woman fresh out of college. Employed as a news reporter, you must investigate the recent theft of the dagger of Amon Ra.
- ☐ **Lemmings** **Psygnosis** **\$0/R0**
The popular game from PC and various other consoles finds it's way to the VIS.
- ☐ **Loom** **Lucasarts** **\$0/R0**
LucasArts' PC game was advertised in the Title Sampler to be released, but ultimately never was.
- ☐ **Memorex Vis Wired Controller** **Memorex** **\$0/R0**
According to the VIS manual, these could be specially ordered through a Radio Shack catalog. Considerably harder to find than the wireless ones, as a result. Plugs into the rear aux. In port
- ☐ **Mixed-Up Mother Goose** **Sierra** **\$0/R0**
Mother's Goose's rhymes are all mixed up, and only your adventurer can put things right!

- ☐ **Sleeping Beauty, The** Unknown \$0/R0
Advised for release on the Title Sampler, but nothing ever came of it.
- ☐ **Space Quest IV: Roger Wilco and the Time Rippers** Sierra \$0/R0
"He's a man with a mission-and a mop." Help Roger Wilco, janitor-turned-hero, do battle against the Sequel Police.
- ☐ **Spacenuits** Tandy \$0/R0
A rather plain SHMUP. Though playable on the VIS title sampler disc, it's unknown whether or not this was ever scheduled for a full release. Oddly, the demo on the sampler disc is one of the best games on the platform.
- Total # of items for this section: 14

DEMOS, SAMPLERS, & NON GAMES

US

- ☐ **1992 Time Magazine Compact Almanac, The** Compact \$6/R5
Features thousands of articles from Time Magazine. Released 1992. ©1992 Compact Publishing, Inc. #25-6204.
- ☐ **A Survey of Western Art** Ebook \$4/R3
Browse through full-color art images, of paintings, sculptures, and architecture. Look through biographical profiles that detail the socio-economic factors that brought about these paintings. Released 1992. ©1992 Ebook Inc. #25-6153.
- ☐ **Aesop's Fables** Discs \$1/R3
Part of the "Kids Can Read" series. If Aesop had known this is what would happen to his work, he would have taken up knitting instead of philosophy. Supports the Save-It memory card. Released 1992. ©1992 Discs Knowledge Research Inc. #25-6136.
- ☐ **American Heritage Illustrated Encyclopedic Dictionary** Xiphias \$5/R4
Includes over 180,000 definitions. we can think of a lot of internet goers that could use this. Released 1992. ©1987 Lexicon Database, 1992 Xiphias. #25-6100.
- ☐ **American Vista** Applied Optical \$1/R3
A multimedia atlas of the US, this features maps, photographs of landmarks, and music. Released 1992. ©1992 Applied Optical Media Corporation. #25-6105.
- ☐ **Americans in Space** Multicom \$7/R6
"Featuring more than 500 photographic images and over an hour of full-motion video and narration, with text descriptions of every American manned space mission." Rarely shows up in online auctions, but like most VIS games, it's pretty much worthless regardless. Released 1992. ©1992 Multicom Publishing Inc. #25-6203.
- ☐ **Astrology Source** Multicom \$4/R4
A fairly complete astrology compendium. Learn your unique horoscope, and your compatibility with other people. Learn about the horoscopes of famous people along the astrological meanings of various planets. Notable astrology Joanna Wolfolk was involved on this project. Released 1992. ©1992 Multicom Publishing Inc. #25-6141.
- ☐ **Atlas of US Presidents** Applied Optical \$4/R4
Contains illustrations, pictures, and narratives of each president up to it's release. Also has election results and maps. Released 1992. ©1992 Applied Optical Media Corporation. #25-6106.
- ☐ **Better Homes and Gardens: Healthy Cooking CD Cookbook** Multicom \$4/R3
"Provides a compilation of the best healthy recipes from Better Homes and Gardens". It can suggest recipes based on the ingredients you have available. Released 1992. ©1992 Multicom Publishing Inc. #25-6142.
- ☐ **Better Not Get Wet, Jesse Bear** Macmillan \$4/R5
An interactive book. Released 1992. ©1992 MacMillan New Media, a Division of MacMillan Inc. #25-6201.
- ☐ **Cask of Amontillado, The** Discs \$1/R3
An interactive book. Supports the Save-It memory card. Released 1992. ©1992 Discs Knowledge Research Inc. #25-6138.
- ☐ **Cinderella: The Original Fairy Tale** Discs \$1/R3
Part of the "Kids Can Read" series. Supports the Save-It memory card. Released 1992. ©1992 Discs Knowledge Research Inc. #25-6131.
- ☐ **Compton's Multimedia Encyclopedia: VIS Edition** Compton \$6/R3
This title was a pack-in with the Memorex VIS. Released 1992. ©1992 Compton's NewMedia Inc.
- ☐ **December 24th** Macmillan \$5/R5
An interactive book. Released 1992. ©1992 MacMillan New Media, a Division of MacMillan Inc. #25-6173.
- ☐ **Exploring America's National Parks** Multicom \$9/R5
"Get vacation-planning help with point-and-click access to over 230 parks. Exhilarating on-site video and more than 900 breathtaking photographs from David Muench set the mood." Released 1992. ©1992 Multicom Publishing Inc. #25-6202.
- ☐ **Heather Hits Her First Home Run** Discs \$1/R3
Part of the "Kids Can Read" series. Supports the Save-It memory card. Released 1992. ©1992 Discs Knowledge Research Inc. #25-6133.
- ☐ **Henry & Mudge: In the Sparkle Days** Macmillan \$5/R3
An interactive book. Released 1992. ©1992 MacMillan New Media, a Division of MacMillan Inc. #25-6175.
- ☐ **Henry & Mudge: The First Book** Macmillan \$1/R3
An interactive book. Released 1992. ©1992 MacMillan New Media, a Division of MacMillan Inc. #25-6174.
- ☐ **Jesse Bear, What Will You Wear?** Macmillan \$4/R5
An interactive book. Released 1992. ©1992 MacMillan New Media, a Division of MacMillan Inc. #25-6200.
- ☐ **Just Grandma and Me (Mercer Mayer's)** Broderbund \$4/R4
An interactive book. Released 1992. ©1983 Mercer Mayer, 1992 Broderbund. #25-6158.
- ☐ **Long Hard Day on the Ranch, A** Discs \$1/R3
Part of the "Kids Can Read" series. Supports the Save-It memory card. Released 1992. ©1992 Discs Knowledge Research Inc. #25-6132.
- ☐ **Moving Gives Me a Stomachache** Discs \$1/R3

Part of the "Kids Can Read" series. Listening to this may induce vomiting. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6134.

- ☐ **Mud Puddle** **Discis** **\$1/R3**
Part of the "Kids Can Read" series. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6128.
- ☐ **Multimedia Animals Encyclopedia** **Applied Optical** **\$5/R4**
Features animal audio clips, pronunciation guides, scientific information, and handy animal images. Released 1992. ©1992 Applied Optical Media Corporation. #25-6186.
- ☐ **Necklace, The** **Discis** **\$1/R3**
An interactive book. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6139.
- ☐ **New Basics Electronic Cookbook, The** **Xiphias** **\$4/R3**
Contains over 1800 recipes, cooking hints, and organized search menus. Released 1992. ©1979, 84, 89, 92 Julee Rosso/Sheila Lukins, 1992 Xiphias. #25-6101.
- ☐ **Night Before Christmas, The** **Discis** **\$1/R3**
Part of the "Kids Can Read" series. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6135.
- ☐ **Our House** **Con-Text** **\$5/R3**
"Explore and learn... the multimedia way!" Features the antics of the popular newspaper cartoon Family Circus. Released 1992. ©1991 Family Circus. Bil Keane Inc., 1992 Context Systems Inc. #25-6146.
- ☐ **Paper Bag Princess, The** **Discis** **\$1/R3**
Part of the "Kids Can Read" series. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6127.
- ☐ **Peter and the Wolf** **Ebook** **\$4/R5**
An interactive book. Released 1992. ©1992 Ebook Inc. #25-6153.
- ☐ **Rainbow & Snowflake's Search for the Sea** **Multicom** **\$5/R3**
Search for the OFF button, more like. Absolutely awful title that should never be played by anyone. Playing it is cruel and unusual punishment. Released 1992. ©1992 Multicom Publishing Inc. #25-6143.
- ☐ **Scary Poems for Rotten Kids** **Discis** **\$1/R3**
Part of the "Kids Can Read" series. Poems are neither scary, nor for ANYONE to listen to. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6130.
- ☐ **Tale of Benjamin Bunny, The** **Discis** **\$1/R3**
Part of the "Kids Can Read" series. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6126.
- ☐ **Tale of Peter Rabbit, The** **Discis** **\$1/R3**
Part of the "Kids Can Read" series. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6125.
- ☐ **The Tell Tale Heart, The** **Discis** **\$1/R3**
An interactive book. Supports the Save-It memory card. Released 1992. ©1992 Discis Knowledge Research Inc. #25-6137.
- ☐ **Thomas' Snowsuit** **Discis** **\$1/R3**
Part of the "Kids Can Read" series. Released 1992. ©1992 Discis

Knowledge Research Inc. #25-6129.

- ☐ **Time Table of History: Arts & Entertainment** **Xiphias** **\$4/R3**
Allows you to explore information from the earliest cave drawings to the most modern CGI animation. Released 1992. ©1991-1992 Xiphias: Time Table Database, 1992 Xiphias. #25-6102.
- ☐ **Time Table of History: Business, Politics, & Media** **Xiphias** **\$5/R3**
"From the Trojan Horse to Desert Storm and beyond". Contains information on the various political machinations through history. Released 1992. ©1990-1992 Xiphias: Time Table Database, 1992 Xiphias. #25-6103.
- ☐ **Time Table of History: Science and Innovation** **Xiphias** **\$3/R5**
Search dates, peruse pictures, and check out charts and graphs to learn all about mankind's progress in science. Released 1992. ©1987-1992 Xiphias: Time Table Database, 1992 Xiphias. #25-6104.
- ☐ **Title Sampler** **Tandy** **\$0/R0**
Presumably, this was a pack-in with the VIS. It's just like any other title sampler on any other console, with just a few titles demoed. It also comes in a standard CD jewel case. Features the most satanic owl you'll ever meet. Released 1992. ©1992 Tandy Corporation.
- ☐ **Video Movie Guide 1993** **Ballantine** **\$15/R7**
Published by arrangement with Ballantine Books, a division of Random House, Inc. One of the more difficult VIS titles to find, as it almost never comes up in online auctions. Released 1992. ©1992 Mick Martin and Marsha Porter. #25-6161.
- ☐ **Vision Multimedia Bible For the Entire Family** **Candlelight Pub** **\$3/R3**
"Every moment of Bible study is an exhilarating adventure of discovery with Vision!" Study the King James Bible with word search, sacred music, and maps. Released 1992. ©1992 Candlelight Publishing. #25-6162.
- ☐ **Wild Animals!** **GTE Imagetrek** **\$5/R3**
"What Was That? Game". Identify the animal, answer the question, and take photos, all in the name of "fun". Released 1992. ©1992 GTE Vintage Inc. #25-6159.
- ☐ **World Vista** **Applied Optical** **\$4/R5**
A multimedia atlas of the world, featuring photos, videos, and music. Released 1992. ©1992 Applied Optical Media Corporation. #25-6107.

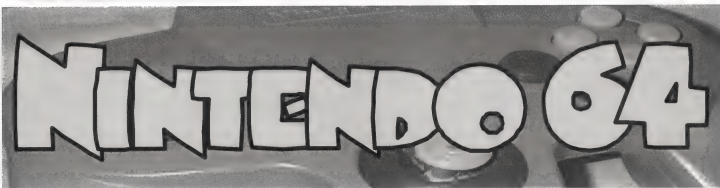
Total # of items for this section: **44**
Total # of items in all: **88**

HISTORICAL NOTES

Launched in the USA 1992. Original retail price: \$399.99.

TECHNICAL NOTES

Processor: Intel 80286 (32-bit)
Processor Speed: 12Mhz
Memory: 2MB RAM
OS: Modified Windows 3.1
Colors: 16 million
Resolution: 640 x 480
CD Drive: Mitsumi CPMC-FR002L
Media Type: CD-ROM



Nintendo. The name is seen by many as being synonymous with great video games. Ever since the Japanese game company single handedly raised the video game industry from the ashes with the Nintendo Entertainment System (NES), Nintendo engrained itself as a household name. With the popularity of the NES, the Super Nintendo (SNES) and the Game Boy it looked as though the Big "N" was king of the hill in home consoles. When Sega and newcomer to the video game console arena Sony announced their new CD-ROM based 32 bit machines, all eyes looked to Nintendo to see what the undisputed master would bring to the battlefield. In regular Nintendo fashion, all was kept quiet. During this time of secrecy, Sony moved into the dominant position as top console thanks to its powerful 3D graphics, large development support, and strong line up of games. Nintendo had faced this type of threat before with Sega when they released their 16 Bit Genesis which pushed the king down the ever rising hill, only to have their system equaled/slightly surpassed (depending on who you talk to) when the SNES picked up steam. But when Nintendo finally discussed what their new machine was going to be like, gamers and critics alike wondered if Nintendo could make lightning strike a fourth time and reclaim their previous spot on top of the mountain.



The Nintendo 64, originally called the Ultra 64 (until it was discovered that the word "Ultra" is trademarked in Japan, thus spurring the name change) was a 64 bit game system that was designed with 3D gaming in mind. It came with a 64 Bit RISC 93.75 MHz CPU, 4 controller ports for multiplayer gaming (the second console in history to have this, next to the original Atari 5200), and expansion ports for more memory and for add-on devices. The single controller a new system came with was unique in design. You held onto the controller with your left hand as if it were a pistol, your index finger resting on a trigger. Your thumb would then rest on a very responsive analog thumb stick, which set the standard as "the" control interface for all console video games since. While on paper the machine was very impressive, the one thing that got gamers, critics and developers to raise an eyebrow was the fact that the N64 was a cartridge-based system like the NES and SNES. Cartridges were nice because there was hardly any load time, could include battery saves so memory cards wouldn't be necessary and that they could take a beating and still keep functioning. On the downside, they were more expensive to manufacture and didn't offer the benefits of the nearly unlimited space that a CD-ROM disc provides. Nintendo commented that the reasoning behind the cartridges was that CD based systems still had issues of load time that could interrupt the flow of a game and to prevent software piracy. Another problem with the system for developers was the fact that the N64 was a difficult beast to program for due to increased development time and expenses. A good few developers held back games for the N64; unsure if it would be popular enough to even warrant releasing their games.

The power of Nintendo and Mario shone once again. The June 1996 launch in Japan had all of the allocated 300,000 consoles sold within a week, with some stores reporting that it beat out the PlayStation's launch sales record. And the funny thing was that the N64 was released with a small lineup: **Pilotwings 64**, **Shogo Chess** and **Super Mario 64**, with a handful of games being released shortly thereafter. The release in September 1996 in North America was better, selling close to 350,000 units in the first week (and this was just on the power of **Mario** and **Pilotwings** at launch). More titles came soon afterwards thanks to Nintendo themselves (**Wave Race 64**), Williams (**Wayne Gretzky's 3D Hockey**, **Cruisin' USA**), Rare (**Killer Instinct Gold**), and LucasArts (**Star Wars: Shadow of the Em-**

pire) to name a few. Nintendo was also going to release a special hardware peripheral called the "Bulky Drive", which then became the 64 DD. This device fit underneath the N64 and allowed Zip disk like media to be used as games themselves or as add-ons to games that were programmed with 64 DD "hooks" (the Japanese version of **F-Zero X** has this ability and the disk add-on has extra courses and a create-a-course function). It had a real time clock (like the Saturn) and allowed information to be saved on the disks themselves. This gave the potential for some very intricate games. There were also attachments that could be added onto the 64 DD like a Game Boy Transfer adapter and a network package that allowed players to connect and play against each other over the phone lines. With all of this, the future looked bright for Nintendo and the N64.

However the N64 could not topple the giant that was the PlayStation and regain the foothold of its forefathers at the top of the mountain. While first and second party games were advancing in complexity and capability, many third party companies who held off releasing games for the N64 scrambled to try and get a piece of the action. Unfortunately these new companies lacked the experience the early developers had gained. So when "second generation" games started appearing on the shelves gamers were also subjected to games that look and play as though they should have come out a year before (for example: **Body Harvest**, which had game play but was marred by chunky, foggy, and somewhat slow graphics). On the subject of graphics, some of the games were said to have a slightly fuzzy image (some were so bad that reviewers coined it "Vaseline-o-vision") or having severe fogging to cover up graphic pop-ups. The first **Turok** game is a good example of this as was the infamous **Superman 64** where the developers pinned the fog as an in-game obstacle. To add salt to the video end of the multimedia wound, the sound was either MIDI music or small looping compressed audio that didn't impress the masses that already swore allegiance to their PlayStations. With all this stacked against it along with the competition having stronger 3rd party support, the N64 was destined to stay at number 2 and be a modern relic even though it beat the PlayStation in technical power.

Even though Nintendo was not at the top of the game mountain anymore, it didn't hold them back from busting out with trends that set the standard that every company tends to follow to this day. **Super Mario 64** brought Nintendo's flag ship franchise into the world of three dimensions successfully and whose popularity paved the way for the 3D platform genre. Nintendo also made cart-style racing popular thanks to its release of **Super Mario Kart 64**, the sequel/remake of its SNES forefather. This formula has been used over and over again both on the N64 (**Diddy Kong Racing** for example); PlayStation had games (like **Crash Team Racing**), the Dreamcast (**Loony Tunes Space Race**) and PS2 (**Star Wars Super Bombad Racing**). **The Legend of Zelda: The Ocarina of Time** was hailed as one of the great games of our time. One of the features that helped raise it to greatness was its "Z-Targeting" system. This allowed for a quick lock-on to an enemy and then strafe around it without losing track of it and then switch focus to another enemy with a mere press of the Z trigger. This technique has seen use on many games since. Another trend that started was the "party game" featuring mascot characters controlled by other players to compete in a series of mini games thanks to the ingenious **Mario Party**. This game spawned a clone starring Sega's **Sonic the Hedgehog** in **Sonic Shuffle** and created an off shoot genre of multiplayer franchise character beat-em-ups with **Super Smash Bros**. Nintendo was also first to introduce a "rumble pack" for a console system with the release of the game **Star Fox 64** in 1997, the sequel to the SNES system's 3D polygon shooter. While there was a rumble device previously on the market called the Aura Interactor Rumble Vest, the rumble came from a small sub woofer connected to the vest which then reacted to whatever low sounds were coming from the stereo or TV. The N64 Rumble Pack was different as it snapped into the memory pack slot on the controller and would properly react to events on the screen (like when your ship was shot, your controller would jolt or if your character was near death the controller would start to pulse to warn you), provided the game supported the feature. This has been duplicated, improved and is now standard with every system since including a re-release of the PlayStation hardware in 1998 with "Dual Shock" controllers. The controllers had twin analog sticks and rumble capabilities that were built into the controller itself and did not require batteries like the N64 pack did.

So now that the N64 has fallen beneath the sands of time, one probably wonders about the collectibility of such a system. Is it worth it? The answer, in my opinion, is an enthusiastic YES! From a historical standpoint, the N64 is the final cartridge based home console to be released. Not only that, just owning a modern gaming trendsetter would be worth it. The carts are still widely available online and at larger gaming stores. At this point there are not many rare games like with the other older systems, but there are a lot of popular games that go for the same coin as your **Chase the Chuckwagons** or **Panzer Dragoons**. Just for its line up of first and second party titles alone, the system should be in every "advance gamers" collection.

- Dan Mahlendorf

Section written and maintained by Dan Mahlendorf. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Andrew Krieg & Lawrence Lamb.

Game Release Notes: This system is priced as "complete" due to its relative newness. Complete games include the manual, box, inner cardboard supporting box, and of course, the game itself.

U.S. GAME RELEASES

USA

007: The World is Not Enough Electronic Arts \$14/R1

Developed by Eurocom. Blue and Gray cart. Rated T. A decent playing Goldeneye-alike with in game voice overs. One of the few carts we know that has a loading time between levels. The multiplayer mode also gives a nod to Goldeneye by including a couple of stages from that game. Carts come in two colors: blue and gray and both are about equally available from what we've seen. Shooter/First-Person Shooter. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, and a 8.5 (Out of 10). Released 10/17/00. #NUS-NOTE-USA.

1080° Snowboarding Nintendo \$10/R1

Developed by Nintendo. Gray cart. Rated E. Before games like SSX became an extreme-sports-enthusiast's household name, 1080 Snowboarding took a relatively young snowboarding genre and set new standards. With a pretty solid and great looking graphics engine, 1080 offers six courses with two bonus stunt areas, eight characters, various gameplay modes (match race, time attack, trick attack, training and contest) and a two player split screen mode. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 8.5, 8, and a 7.5 (Out of 10). Released 04/01/98. #NUS-NTEE-USA.

A Bug's Life (Disney/PIXAR) Activision \$12/R4

Developed by Traveller's Tales. Gray cart. Rated E. A 3D platformer based on the Disney/Pixar movie of the same name, A Bug's Life will put you in the antennae of Flik as he goes to defend his anthill against savage grasshoppers. Make your way through 15 stages, fighting enemy bugs and planting seeds to grow plants that will allow you to get to other areas of the game. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 4, 4, and a 4 (Out of 10). Released 05/26/99. #NUS-NBYE-USA.

Aero Gauge ASCII \$8/R3 -

Developed by Locomotive. Gray cart. Rated E. Aero Gauge is a futuristic racer that borrows a lot from games like Wipeout, except that it forgot to grab up some things that were even then considered quite standard like power ups. It's an average, straightforward racer with four courses with three different difficulty settings, single match and time attack match modes and a versus mode so you can play against another person. The one thing that does set this game out a little bit is that you can adjust your altitude. But that's really it. Really. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5, 7, and a 6 (Out of 10). Released 05/21/98. #NUS-NAGE-USA.

AeroFighters Assault Video System \$10/R3

Developed by Paradigm Entertainment, Inc.. Gray cart. Rated KA. AeroFighters Assault put you in the helmet of one of six pilots, each with their own high tech jet, who operates for a United Nations peace keeping group. You take on a terrorist group known as Phutta Morgana who have melted the Antarctic ice caps to flood major cities. This game is dubbed as a "flight sim shooter", having

you fight against adversaries on land, air and sea through seven missions. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 5, and a 5 (Out of 10). Released 11/22/98. #NUS-NERE-USA.

Aidyn Chronicles: The First T/HQ \$15/R4 Mage

Developed by H2O Entertainment. Black cart. Rated T. One of the few RPG's for the N64, Aidyn Chronicles brings us a story about Alaron who aspires to be a knight and while ordered to try and find a lost farmer he is attacked by goblins and poisoned by their arrows. After receiving strange and frightening visions, Alaron awakes from his poison-induced unconsciousness to find he is alive thanks to a healer but the poison is still in his body and he must find a cure beyond the kingdom. But the visions display a powerful evil that is about to consume his beloved Kingdom. Can Alaron save it before he perishes? A full 3D polygonal game, Aidyn Chronicles gives us a standard RPG with a mixed real time/turn based party combat mode along with large environments that doesn't seem to be stocked with anything of interest. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5, 3.5, and a 1.5 (Out of 10). Released 03/20/01. #NUS-NAYE-USA.

All-Star Baseball 2000 Acclaim \$6/R3

Developed by Iguana Entertainment. Gray cart. Rated E. Take last season's game, add in all 30 fully rendered Major League stadiums, individual player models that look like the real players, more advanced AI that follows a player's typical performance in various situations (night vs. day, grass vs. turf, their slumps and streaks, etc.), and every bug that was in the 1999 game and what do you get? One of the best baseball games on the N64. Sports/Baseball. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8.5 (Out of 10). Released 04/07/99. #NUS-NBEE-USA.

All-Star Baseball 2001 Acclaim \$12/R3

Developed by High Voltage Software. Red cart. Rated E. The All-Star Baseball improvement streak continues! Amongst the obvious improvements and additions of rosters, AI, graphics and such we get a new team called the Cooperstown Legends, which is a team of living Hall of Famer's whose field is, get this, a cornfield. Definitely holds its own against the competition. Sports/Baseball. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and a 8.5 (Out of 10). Released 03/31/00. #NUS-NASE-USA.

All-Star Baseball '99 Acclaim \$4/R3

Developed by Iguana Entertainment. Gray cart. Rated E. For Acclaim's first baseball game, All-Star Baseball '99 has all the trimmings of a more seasoned title. All the Major Baseball League teams, hi-res graphics, create a player, roster management, statistics tracking, multiple camera angles, play-by-play commentary and seven modes of play: Spring training, season, playoff, world series, All-Star game, home run derby and a trivia game. This game is definitely geared for the simulation crowd. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, and a 8 (Out of 10). Released 05/29/98. #NUS-NBSE-USA.

All-Star Tennis '99 Ubi Soft \$15/R4

Developed by Smart Dog. Gray cart. Rated E. A decent tennis game with some good looking graphics. This game serves up eight licensed WTA and ATP players along with four fictional characters, singles and doubles competitions, four player simultaneous mode and an eight player tournament mode. Sports/Tennis. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5.5, 5.5, and a 5 (Out of 10). Released 09/01/99. #NUS-NTNE-USA.

Armored: Project Acclaim \$8/R3

S.W.A.R.M.

Developed by Acclaim Studios London. Black cart. Rated T. Based on the Valiant comic book of the same name. It's Turok 2 except with people in power armor going against bugs that come straight out of Starship Troopers. The story: take control of a male or female Armorian and protect the human races for a vicious race of large alien insectoids. Quite a standard FPS with a four player mode and a two player co-op mode. Shooter/First-Person Shooter. Supports the N64 Expansion Pak. **EASTER EGGS:** Ah, "God Mode". The official mode of Digital Press readers everywhere. Here it is: simply go to the cheat menu and type in the word "GODLY". **PERIODICALS:** Electronic Gaming Monthly gave this game a 6, 5, 4.5, and a 3 (Out of 10). Released 12/02/99. #NUS-NARE-USA.

Army Men: Air Combat 3DO \$12/R3

Developed by Studio 3DO. Green cart. Rated T. Plastic pilots take to the air with a selection of four different types of helicopters, fly in either "plastic" or real world environments (like the back yard) and fly through 16 different missions. The game also allows players to interact with the environment by allowing them use objects like soda cans and includes a solid multiplayer setup that allows for co-op or competitive gameplay in games like Air Rescue and Bug Hunt. Plays a lot like Nuclear Strike, with the camera following your copter from behind as you go about your missions. All the fun of playing with the plastic toys without having to go outside. Or get dirty. Or getting your finger blown off when that fire cracker you tied to a plastic army man goes off unexpectedly. Shooter/Third-Person Shooter. Supports the N64 Expansion Pak. **EASTER EGGS:** To unlock all of the missions and "copters, go to the main menu, select "Password". Then, press R, Cleft, Right, Up, A. Released 07/24/00. #NUS-NACE-USA.

Army Men: Sarge's Heroes 3DO \$10/R3

Developed by Studio 3DO. Gray cart. Rated T. As a small green plastic soldier named Sarge, you must save your comrades and stop General Plastro and his Tan Army from gaining powerful weapons from the Human World. This third person shooter will take you to demilitarized zones like a bathroom, the backyard or a kitchen where you will commit plasticide on the opposing forces. Shooter/Third-Person Shooter. Supports the N64 Expansion Pak. **PERIODICALS:** Electronic Gaming Monthly gave this game a 6, 5, 4.5, and a 3 (Out of 10). Released 09/29/99. #NUS-NAME-USA.

Army Men: Sarge's Heroes 2 3DO \$15/R4

Developed by Studio 3DO. Green cart. Rated T. General Plastro is back and he's mad at Sarge and company and is out to melt them out for good. It's pretty much more of the same as Sarge's Heroes except with more locations only 3DO let the quality slip on this one. Shooter/Third-Person Shooter. Supports the N64 Expansion Pak. **PERIODICALS:** Electronic Gaming Monthly gave this game a 4, 4, and a 4 (Out of 10). Released 09/27/00. #NUS-N32E-USA.

Asteroids Hyper 64 Crave \$15/R4

Developed by Syrox. Gray cart. Rated E. An update to the venerable classic Asteroids. Asteroids Hyper plays like the original only now has updated graphics, different kinds of asteroids (homing, radioactive that can disable ship functions, etc.), actual levels (50 in all), multiplayer modes (co-op, deathmatch, etc.), 15 different enemies and 5 bosses and power ups like shields and weapons. Shooter/360 Degrees. **EASTER EGGS:** To Unlock Classic Asteroid and some other hidden goodies, go to the main menu, hold L and press Cleft, CRight, CUp, CDown, A, CUp, CDown, Cleft, CRight, Start. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game". Released 12/15/99. #NUS-NAHE-USA.

Automobili Lamborghini Titus \$5/R4

Developed by Titus. Gray cart. Rated KA. A decent street racer, Automobili Lamborghini puts you behind the wheel of cars by

Lamborghini, Porsche and Ferrari and lets you tear up asphalt on six tracks. This is kinda a "no frills" racer as there are no spectacular jumps or crashes as seen with other games on the system but it does have a neat "pit crew" feature where you can do the pit work yourself when you need fueling or tires.

Racing/Street Racing. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8.5, 8.5, 7.5, and a 6.5 (Out of 10). Released 11/22/97. #NUS-NLCE-USA.

Banjo-Kazooie Nintendo \$13/R1 +

Developed by Rare. Gray cart. Rated E. This game was at one time a pack-in game with the N64 console in the UK. This game shows that Nintendo isn't the only company that can make great 3D platformers. Guide the bear and bird combo through a variety of worlds to save Banjo's sister from being the subject of an ugly-transfusion from the evil Gruntilda the witch. Lots of character in this game and its loaded with tongue-in-cheek humor along with some rather difficult search-and-collect puzzles and action sequences. Was also supposed to have "hooks" that would allow some sort of interaction between this game and its sequel, but nothing came of that. Action/Platform/3D. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9.5, 9.5, 9.5, and a 9 (Out of 10). Released 06/30/98. #NUS-NBKE-USA.

Banjo-Toonie Nintendo \$20/R2

Developed by Rare. Gray cart. Rated E. Banjo and Kazooie are back, and so is Gruntilda. Freed from the boulder she was smashed under by her sisters, a skeletal Gruntly threatens the world with her life sucking machine which will take the life force from others and give her a new body and it's up to the bear and bird duo to stop them. Banjo Toonie picks up after the last game, giving players access to the basic abilities the heroes learned in their last adventure. This time you also get to control the witch doctor Mumbo Jumbo to get past certain puzzles. Another puzzle twist is the ability to separate Banjo and Kazooie so they can accomplish certain tasks they couldn't do when they were together. If that wasn't enough some levels put the bear-bird duo into a first-person perspective ala Goldeneye where Kazooie becomes your projectile weapon of choice. Mix in hidden power-ups (like the ability to turn Kazooie into a type of mini fire breathing dragon), new worlds and an awesome graphical polish and this game puts a much needed sparkle on the usually tarnished word "sequel". Action/Platform/3D. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 9, and a 8.5 (Out of 10). Released 11/20/00. #NUS-NB7E-USA.

Bass Hunter 64 Take2 Interact \$13/R4

Developed by Gear Head. Gray cart. Rated E. This anglin' game is a solid fishing simulation. Licensed by In-Fisherman, you are able to cast your line in geographically accurate fishing spots, have access to a wide variety of tackle and lures, can use fishing equipment like fish detectors and (if you have a rumble pak) can feel nibbles and strikes. Motor around large lakes, find a spot, then cast away as you try to land the biggest bass you can. This game is setup to be a strong sim for the armchair fisherman but is still accessible for the amateur angler. Sports/Fishing. **PERIODICALS:** Electronic Gaming Monthly gave this game a 5 (Out of 10). Released 07/30/99. #NUS-NFHE-USA.

Bass Masters 2000 T*HQ \$15/R4

Developed by Mass Media. Blue cart. Rated E. Bass Masters 2000 has all the elements that would make a good fishing game: strong licensed based on the Bass Masters TV show, a create-a-angler to make your own fisherman, lakes from the Bass Masters Tournament Trail, varied game modes (Exhibition, Tournament and Speed Fishing) and brand name fishing equipment. Unfortunately this title sinks to the bottom as it's sluggish and not overly fun to play or even look at. Sports/Fishing. Released 12/16/99. #NUS-NB4E-USA.

Batman Beyond: Return of Ubi Soft \$14/R4

the Joker

Developed by Kemco. Black cart. Rated E. Since the great NES game Batman, the Dark Knight has had problems getting a decent game for him to star in. It's like a curse, not unlike Superman's situation (see Superman 64). This game is possibly a hope to break that curse not by making a solid enjoyable game but by spinning the Batman storyline into the future using the characters and background of the futuristic Batman Beyond cartoon. To describe this game think "Final Fight" but suck out all the fun. Just another attempt to cash in on a popular license. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 1.5 (Out of 10). Released 12/13/00. #NUS-NJQE-USA.

■ BattleTanx 3DO \$12/R4

Developed by Studio 3DO. Gray cart. Rated T. Here's an interesting twist: this game is not about the acquisition of money or power but women. A special virus was unleashed upon the world that is targeted to kill only women. Those that are left (after being quarantined, fought over during civil wars and surviving a nuclear holocaust) are seen as queens and are protected by their tribe of men. This game is all about destruction—take your tank and blast rival tribes tanks and blow up buildings to find power ups in missions where you have to destroy your enemies, capture a queen—lord or just make it to the other side of the map. While the single player lacks variety the four player multiplayer mode is where the real fun is. Deathmatch, Battlelord (instead of a flag, capture a queen), Annihilation (last tank standing) and a Family mode for one button easy play. Action/Head-to-Head Combat. EASTER EGGS: Blowing stuff up is so much easier when you're invincible. Choose "Input Code" from the Game Setup menu and enter "MSTRSV". For more boost, enter "PLVRZM" for all weapons and "LTSFBLTS" for unlimited ammo. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 6, and a 5 (Out of 10). Released 12/29/98. #NUS-NBXE-USA.

■ BattleTanx: Global Assault 3DO \$18/R4

Developed by Studio 3DO. Green cart. Rated T. A definite improvement over the previous game. Read above then add in new game play modes (like Hold 'Em (rescue a queen, take her back to base and defend her until time runs out), Convoy (one player protects a fleet of tanks the other tries to destroy it), Frenzy (try to touch ten queens to win) and Tank Wars), more vehicles, more overall movement speed and better looking and moving graphics. Again multiplayer is where it's at with this game. Action/Head-to-Head Combat. EASTER EGGS: Blowing stuff up all over again. Choose "Input Code" from the Game Setup menu and enter "HPHYHPHY". For more boost, enter "RCKTSRDGLR" for unlimited ammo. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6.5, and a 6 (Out of 10). Released 10/12/99. #NUS-NBQE-USA.

■ Battlezone: Rise of the Black Crave \$20/R4 - Dogs

Developed by Climax Studios. Black cart. Rated E. It's a futuristic tank arcade game! No, it's mission-based futuristic tank game! No, it's a futuristic war real-time strategy game! It's all of these in one! But it's not that good, even it was also a dessert topping. Select a mode (arcade, Pilot and Commander) then a faction (Americans, Soviets or the rebels—without-a-reason Black Dogs) and then go to work on the bad guys with your hover tank. Also includes multiplayer modes like Deathmatch, Race (yep, race big lumbering tanks around tracks on our moon) and "Strategy" (in quotes because it's deathmatch with the added strategic benefit of three drones that fire at your targets). Shooter/First-Person Vehicle Shooter. Supports the N64 Expansion Pak. Released 03/29/00. #NUS-NZOE-USA.

■ Beetle Adventure Racing Electronic Arts \$13/R3 +

Developed by Electronic Arts. Co-developed with Paradigm

Entertainment, Inc. Gray cart. Rated E. Hop behind the wheel of the (then) new Volkswagen beetle and tackle six large and unique tracks that are laden with shortcuts itching for you to find them. You also get a Kart-style multiplayer battle mode (Beetle Battle) where you have to find different colored bug icons while unloading weapons fire into your opponents. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, 9, and a 8.5 (Out of 10). Released 03/24/99. #NUS-NNSE-USA.

■ Big Mountain 2000 SouthPeak \$11/R4

Developed by Imagineer. Gray cart. Rated E. It's an "extreme" sport game where you have to race down a snow covered mountain to get first place on your snow board or skis. This game gives you three game modes (Championship, Time Attack and Two Player Battle) with three courses (Free Ride, Slalom and Giant Slalom with an additional fourth). While there are tricks, this game mostly focuses on speed and getting first place. Sports/Extreme Games. Released 10/10/00. #NUS-NBUE-USA.

■ Bio F.R.E.A.K.S. Midway \$9/R3

Developed by Saffire. Gray cart. Rated M. A grisly fighting game that gives you a real 3D environment to play around in along with the ability to fight in the air or even in water. However it is pretty much a button masher as it really doesn't have much depth but it does give you the chance to serious maim (remove limbs and have them gush blood) or decapitate or chop their opponent in half and thus end the round immediately. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5, 4.5, and a 4 (Out of 10). Released 05/19/98. #NUS-NBUE-USA.

■ Blast Corps Nintendo \$5/R2 +

Developed by Rare. Gray cart. Rated KA. A very original action puzzle. An automated truck armed with a LIVE nuclear warhead is rumbling across the world and you must clear its path. Take control of cars, bulldozers and more and take out buildings, silos, houses and other obstacles so the weapons truck can get through. If it hits ANYTHING (even you), it's game over for the world. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and a 8.5 (Out of 10). Released 03/24/97. #NUS-NBCE-USA.

■ Blues Brothers 2000 Titus \$11/R3 -

Developed by Player 1. Gray cart. Rated E. Slip into the black suit of Elwood Blues as you leave the hard time of jail behind you to search out your fellow band members to "get the band back together" (sound familiar?). This standard platformer borrows elements from practically every great 3D platformer available along with shades of things seen in rhythm games and Metal Gear Solid but only to play very average. Basically make your way through four levels trying to find your band mates so you can get together once again for a big gig. Action/Platform/3D. Released 11/17/00. #NUS-NBPE-USA.

■ Body Harvest Nintendo \$5/R2

Developed by DMA Design. Gray cart. Rated T. Released as a second generation title, this game that looks as though it should have been out when the N64 was launched. Think of it as a GTA meets Attack from Mars. Your character must travel to different points in Earth's history to stop the alien harvesters from devouring the human race using your weapons and a variety of vehicles you can drive. So-so graphics, but one heckuva fun challenge. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8 (Out of 10). Released 10/20/98. #NUS-NBHE-USA.

■ Bomberman 64 Nintendo \$12/R3

Developed by Hudson Soft. Gray cart. Rated KA. Bomberman is probably best known for its multiplayer mode way back on the SNES and Bomberman 64 tries to bring the little guy into the realm of 3D.

For the single player mode, you control Bomberman through six worlds where you must take out the evil aliens who are enslaving your people. It's kinda a 3D platformer only you use bombs to help take care of the puzzles like building bomb bridges or towers. The multiplayer allows four players to go head to head with bombing mayhem. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 7 (Out of 10). Released 12/01/97. #NUS-NBME-USA.

- ❑ Bomberman Hero** **Nintendo** **\$9/R3**
Developed by Hudson Soft. Gray cart. Rated E. The best way to describe this game is "Bomberman Bandicoot". This game does away with the multiplayer bomb-a-thon and goes straight platformer. Unlike many of the free range 3D platformers on the N64, this one locks you into a path. The object is to make your way through the various levels to save a robot princess. Other than the "robot" part, you've played the game before only it's in Bomberman clothing. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5.5, and a 5 (Out of 10). Released 09/01/98. #NUS-NBDE-USA.
- ❑ Bomberman: The Second Attack** **Vatical** **\$27/R4**
Developed by Hudson Soft. Gray cart. Rated E. Hudson continues to try and plant Bomberman into the 3D platformer realm. In this outing this game does have the multiplayer mode, which is what Bomberman is known for and is usually good for. The single player game plays with the camera locked in a 3D isometric view of the level and it cannot be rotated. With the help of your little alien pal Pommy you have to try and save your home planet by stopping a planet conquering gang named the B.H.B. Action/Platform/3D. Released 05/29/00. #NUS-NBVE-USA.
- ❑ Bottom of the 9th** **Konami** **\$6/R4**
Developed by Konami USA, Ltd.. Gray cart. Rated E. Another entry in the Baseball arena, Konami gave people what many people wanted in a baseball game: a simulation like play, Major League players with their stats and standard modes like Exhibition, Season and Training. Konami also served up a scenario mode where you can take a chance at trying to overcome a crucial situation in a past played baseball game. However the game didn't have two things it really needed: a full MLB license (it has the players but no real teams or stadiums) and crisp easy to see graphics. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6 (Out of 10). Released 04/14/99. #NUS-NBOE-USA.
- ❑ Brunswick Circuit Pro Bowling T*HQ** **\$16/R4**
Developed by Point of View. Gray cart. Rated E. For a bowling simulation this game does a pretty good job at that. Game modes like Tournament, Open, Practice and Skins are available for your bowling pleasure along with a "Cosmic Bowl" mode complete with glow in the dark areas and music. You can select from a handful of top real life bowler or you can create your own. Unfortunately it's presented with some pretty fugly graphics. Sports/Bowling. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released 12/22/99. #NUS-NOWE-USA.
- ❑ Buck Bumble** **Ubi Soft** **\$8/R3**
Developed by Argonaut Games. Gray cart. Rated E. Take control of the gun toting bee Buck Bumble and protect your garden haven from the Evil Herd (a group of evil bees bent on taking over everything). It's basically a third person flyer shooter that allows you to fly, hover or walk about blasting bad insects. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6.5, and a 6 (Out of 10). Released 11/20/98. #NUS-NBLE-USA.
- ❑ Bust-a-Move 2: Arcade Edition** **Acclaim** **\$15/R3**
Developed by Probe Entertainment. Gray cart. Rated E. A

sickeningly cute addictive puzzle game, you take control of one of the cute dino's from Bubble Bobble in an effort to travel the landscape defeating bad guys by shooting bubbles into a field of other bubbles. Get three bubbles of the same color together, they pop and clear the board. As time goes on in the level the stacks of bubbles slowly make their way closer to the bottom of the screen and if they cross the threshold above your dino's head, it's game over. Survive longer than your opponent and you move on. You can also play just a regular puzzle mode where the goal is to clear the board of the bubbles. The real clincher is the two player versus mode. Gents, if your girlfriend/wives aren't into games this is one title that will help you justify your collection spending. Heck you may not be able to play your N64 that often because SHE'S playing this game. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 5.5, and a 4.5 (Out of 10). Released 05/20/98. #NUS-NBUE-USA.

- ❑ Bust-a-Move '99** **Acclaim** **\$25/R4**
Developed by Distinctive Entertainment. Gray cart. Rated E. Like Bust-a-Move 2, this version has the same addictive bubble popping puzzles but offers up new types of obstacles (like unpopable blocks) and new bubbles (like rainbow or metal bubble). You also get a four player versus mode, allowing you to select from a roster of known Taito characters to represent you in the field of battle. There is also a Challenge mode (five stages with five rounds each with an evaluation of your performance when you are done), Contest Mode (win as many games in a row as possible), Collection Mode (try to solve over 1,000 fan created puzzles) and an edit mode that allows you to make your own puzzles. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6.5 (Out of 10). Released 04/01/99. #NUS-NB3E-USA.
- ❑ California Speed** **Midway** **\$8/R4**
Developed by Atari Games. Based on the 1998 Atari coin-op. Gray cart. Rated E. This game is pretty much a simpler version of the Rush games that's it's based off of. California Speed offers 14 tracks, shortcuts and branch offs, a Tournament mode (featuring reversed, mirrored and reversed mirrored tracks), a large variety of vehicles, vehicle customization and a two player split screen mode. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4.5, 4, and a 4 (Out of 10). Released 03/16/99. #NUS-NCLE-USA.
- ❑ Carmageddon 64** **Titus** **\$13/R4 -**
Developed by Software Creations. Gray cart. Rated M. This stinker of a PC port is a Twisted Metal-esque game where you fight other cars but in a populated area. Instead of humans (which the PC version had) you get a community of zombies that blurt out green blood on impact then mysteriously disappear. You get 30 levels to muddle through with a two player option, 23 vehicles with 3 hidden rides and virtual petroleum jelly that seems to be smeared all over your windshield. Racing/Combat/Demolition. Released 07/25/00. #NUS-NCDE-USA.
- ❑ Castlevania** **Konami** **\$7/R1**
Developed by KCEK. Gray cart. Rated E. Castlevania goes 3D! Take control of Reinhardt Schneider (recent son of the Belmont line) or the magic user Carrie Fernandez to defeat Dracula. Originally it was supposed to have 4 playable characters, but that option was scaled back for simplicity's sake. A decent game that takes a bit of an adjustment if you are a retro Castlevania fan. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 9, and a 9 (Out of 10). Released 01/26/99. #NUS-ND3E-USA.
- ❑ Castlevania: Legacy of Darkness** **Konami** **\$22/R4**
Developed by KCEK. Gray cart. Rated E. Kind of an upgrade to Castlevania 64, Legacy has a few new levels, new storyline (in fact the game takes place 8 years before Castlevania 64), two new

characters (in fact the game starts you out as Cornell, a werewolf) along with a few new weapons. Beyond that it looks and plays just like its predecessor. Action/Platform/3D. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5, 7, and a 7 (Out of 10). Released 12/06/99. #NUS-ND4E-USA.

- Q Chameleon Twist SunSoft \$12/R4**
Developed by Japan System Supply. Gray cart. Rated E. How's that for a story: Davy the chameleon follows a rabbit into a magic pot which takes the inquisitive lizard into a strange realm and transforms him into an alien. You control your, uh, creature through different 3D worlds using your long tongue (which is analog controlled) to eat your enemies, use it to pole-vault over spaces, grapple an item and pull your guy towards it or attach the tongue to a pole and spin Davy around. A simple platform romp that is on the short side. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 5.5, and a 5 (Out of 10). Released 12/06/98. #NUS-NC2E-USA.
- Q Chameleon Twist 2 SunSoft \$17/R4**
Developed by Japan System Supply. Gray cart. Rated E. Davy from the original Chameleon Twist should beware of rabbits. This time one falls from the sky and lands on the opposite end of the seesaw he's playing on, sending the hapless lizard high into the sky. And thus starts Davy's, or one of three other tongue lashing characters, adventure. The game plays pretty much like its predecessor with the same tongue powers except now you have the ability to use a parasol. The only other improvement is the graphics and this game suffers from the same problem as the first game: it's too short. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4, 3.5, and a 3 (Out of 10). Released 04/14/99. #NUS-N2VE-USA.
- Q Charlie Blast's Territory Kemco \$12/R4**
Developed by Realtime Associates. Gray cart. Rated E. An explosive puzzle game that borrows from Bomberman, you take control of a demolition expert as you maneuver bombs and boxes to open up the dams that are holding up the rivers of Rainbow Valley. The trick is you have to create a chain reaction with the proper placing of bombs and detonators. Break the chain you have to start the level over. It also includes a multiplayer mode where up to four players can battle it out trying to claim territory. Also known as "Kotobuki System Co. Ltd". Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5.5, 5, and a 4 (Out of 10). Released 04/02/99. #NUS-NCBE-USA.
- Q Chopper Attack Midway \$10/R4**
Developed by Seta Corporation. Gray cart. Rated T. This quasi 3D shooter puts you in the cockpit of one of eight different helicopters as you fly your way through a variety of missions, each with different objectives. Your craft comes armed with a machine gun with unlimited ammo and you can load up on different bombs and missiles for whatever mission you are on. You also have the ability to fly about the level but you cannot adjust your altitude on your own (hence the "quasi" before 3D). Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5, 5.5, and a 2.5 (Out of 10). Released 06/17/98. #NUS-NCHE-USA.
- Q ClayFighter 63 1/3 Interplay \$12/R4**
Developed by Interplay. Gray cart. Rated T. When you play ClayFighter, you don't get a tight fighting game but you do get an spoof of the fighting genre that will get you chuckling. Select a wacky character from the nine you are presented with, from a ticked off snow man named Bad Mister Frosty, to a deranged biped taffi humanoid named Taffy to Kung-Pow the martial artist with a verbal fetish of saying the names of popular Chinese food dishes. Note this game was originally going to be released on Matsushita's M2 hardware. Fighting/Tournament Style. EASTER EGGS: Let's unlock the hidden options screen. At the character-select screen,

hold the L button and press CUp, CRight, CLeft, CDown, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6, and a 5 (Out of 10). Released 10/21/97. #NUS-NCFE-USA.

- Q ClayFighter 63 1/3 Interplay \$19/R5**
Developed by Interplay. Rental only. Gray cart. Rated T. This version was only available at Blockbuster videos that added four new characters along with some move changes and a total redo of the combo system. There are also some glitches like the ability to do an "infinite combo" by wobbly punching your opponent in mid air in a corner over and over and over until they die. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5.5, 5.5, and a 5 (Out of 10). #NUS-NC2E-USA.
- Q Command & Conquer Nintendo \$12/R3**
Developed by Looking Glass. Gray cart. Rated T. The venerable RTS comes to life on the N64 with the added bonuses of special levels and full 3D worlds. A negative, however, is that it doesn't have multiplayer. Other than that, it's just like it's PC brother: choose between the protective Global Defence Initiative (GDI) or the terrorist organization called the Brotherhood of Nod, build your forces and solve mission objectives. Simulation/Real-Time Strategy. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 7, and a 6.5 (Out of 10). Released 06/29/99. #NUS-NCCE-USA.
- Q Conker's Bad Fur Day Rare \$10/R1 +**
Developed by Rare. Gray cart. Rated M. A hung-over squirrel, pop culture movie references, and even a level centered on poo and more are wrapped together in a brilliant platformer known as Conker's Bad Fur Day. Rare took the M rating and ran with it but without forgetting to make a fun game. Guide Conker as he tries to get home to his girlfriend but ends up getting sidetracked repeatedly. And it's got the Great Mighty Poo, a boss who smells but has a lovely singing voice. What else could you ask for? Rare Ltd. was acquired by Microsoft in 2002. Action/Platform/3D. EASTER EGGS: To unlock all of the chapters in the game, go to the main menu, select "Options," then select "Cheats" and enter "BOVRILBULLETHOLE". PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 8.5, and a 7 (Out of 10). Released 03/05/01. #NUS-NFUE-USA.
- Q Cruis'n Exotica Midway \$16/R5**
Developed by Midway. Based on the 1999 Midway coin-op. Gray cart. Rated E. The third game in the Cruis'n arcade-to-home series, it's basically "if you played one Cruis'n game, you played 'em all". This version has three modes of play, six very different drivers, up to thirty different cars, twelve tracks from various world locations (Korea, Las Vegas, Holland and Mars for example), and four player simultaneous. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (Out of 10). Released 10/19/00. #NUS-NXDE-USA.
- Q Cruis'n USA Nintendo \$7/R2**
Developed by Williams Entertainment Inc.. Based on the 1994 Midway coin-op. Gray cart. Rated E. This direct arcade port was released waaay back when the N64 first came out. Just like the arcade, you hop into a car and try and drive from one side of the US to the other. Other than a 2 player mode, that's about it. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 and a 5 (Out of 10). Released 12/03/96. #NUS-NCUE-USA.

□ Cruis'n World Nintendo \$11/R3

Developed by Eurocom. Based on the 1996 Midway coin-op. Gray cart. Rated E. Following up on Cruis'n USA, World puts you in the seat of one of twelve new vehicles and tasks you to race on fourteen tracks that are located around the world. Being an arcade game, you are treated with bonus points if you pull off stunts which can be used to open up cars, car upgrades or different paint jobs. This game also includes a four player simultaneous mode to help add some replayability to this very direct port. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 6.5, and a 5.5 (Out of 10). Released 09/26/98. #NUS-NCWE-USA.

□ CyberTiger Woods Golf Electronic Arts \$15/R4

Developed by Saffire. Gray cart. Rated E. An actual solid golf game for the N64, CyberTiger comes to the green with real PGA licensed courses, a practice range, hidden characters, player editor, equipment upgrades, full stats tracking and the ability to play with up to three other players. Instead of judging a swing meter and hitting a button a few times, you use the analog stick to make your shot (which was not very common then as it is now). While that sounds intimidating this game also has arcade power ups to make your game a bit easier and more fun. Sports/Golf. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, and a 4.5 (Out of 10). Released 03/08/00. #NUS-NT4E-USA.

□ Daikatana Kemco \$10/R4

Developed by Kemco. Gray cart. Rated M. On PC this game was to be the next Quake but after three years of development this game came out dated, clunky and not overly fun to play. And then it was ported to the N64! Basically it's an FPS with RPG elements thrown in. You take control of Hiro Miyamoto who must travel back in time to thwart the efforts of the power hungry Kage Mishima and reclaim the magical sword "daikatana" which Mishima used to forge the future as his own. One of the things that differs from its PC counterpart is that the N64 version doesn't have sidekicks, which was one of the big selling points for the PC version (even though the sidekick was dumber than a box of rocks). also known as "Kotobuki System Co. Ltd". Shooter/First-Person Shooter. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4, 4, and a 3 (Out of 10). Released 11/21/00. #NUS-NDWE-USA.

□ Dark Rift Vic Tokai \$7/R3 -

Developed by Kronos Digital. Gray cart. Rated E. A sci-fi fighting game that presents you with eight fighters of different gender and species, each with their own set of moves, combo styles and most have some sort of weapon. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 5.5, and a 4.5 (Out of 10). Released 07/07/97. #NUS-NDKE-USA.

□ Deadly Arts Konami \$9/R4

Developed by Konami. Gray cart. Rated E. Also known as G.A.S.P., Fighters Nextream in Japan, after playing it you'll find out why its foreign title is so fitting: the gameplay will cause your breathing to stop from boredom and you'll lay there, quivering and GASping for breath. Anyhow, take your pick from about eight obvious copycat fighters (they remind us of characters from other, better, fighters) and maintain consciousness as you easily button-mash your way to victory with unimpressive animation and sloppy control. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 2.5, 2, 1.5, and a 1 (Out of 10). Released 09/22/98. #NUS-NGAE-USA.

□ Destruction Derby 64 *THQ \$20/R4

Developed by Looking Glass. Gray cart. Rated E. From the vast libraries of the PS1 the N64 is graced with a port of Destruction Derby. Start with 12 cars for your destructing pleasure and open

up an additional 12 as you make your way through the game. Race at breakneck speed on the courses trying to make the checkpoints in time while crashing into your opponents for points. You can also play against three other players in either the race or an arena mode. Racing/Combat/Demolition. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5, 5, and a 4 (Out of 10). Released 10/02/99. #NUS-NDEE-USA.

□ Diddy Kong Racing Nintendo \$12/R1 +

Developed by Rare. Gray cart. Rated E. How about this for an idea: take the popular kart-style racer, add some cute characters but this time make it one big adventure. Rare delivers that with Diddy Kong Racing. You get about thirty courses with tons of objectives to beat and the tracks vary from land, water and air courses. All of these courses are accessible by driving to the locations. We also get to see a couple characters make first time appearances before they get their own games: Banjo the bear and a very clean cut looking Conker the squirrel. It's Mario Kart but with that Rare twist that makes it a game all its own. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 9, and a 8.5 (Out of 10). Released 11/24/97. #NUS-NDYE-USA.

□ Donald Duck Goin' Quackers Ubi Soft \$22/R5 (Disney's)

Developed by Ubisoft. Gray cart. Rated E. We made a reference to Crash Bandicoot previously, but we're kinda stunned on how much that game has influenced others. Goin' Quackers is another that follows in the design footsteps of the popular Naughty Dog title but this time you are thrust into the sailor suit of the short fussed Donald Duck as he tries to save his beloved Daisy from some unknown villain. It's simplistic platforming at its average. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, and a 6 (Out of 10). Released 12/13/00. #NUS-NDQE-USA.

□ Donkey Kong 64 Nintendo \$15/R1

Developed by Rare. Gray cart. Rated E. It plays like Banjo Kazooie, but it's deeper. It has all the crazed banana collecting we've seen in Donkey Kong Country on the SNES but you won't care. This platformer oozes style and has enough stuff to do it will keep you busy with its huge quest to save your fellow Kongs, mini games and multiplayer to pass the time and the ability to play some classics like the original Donkey Kong and a Rare title called Jetpac. This game was at one time a pack-in game with the N64 console, which was a special green color. This game also requires the Memory Expansion Pak. Action/Platform/3D. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8.5, and a 8 (Out of 10). Released 11/22/99. #DIS-NUS-NDPE-US.

□ Doom 64 Midway \$8/R3

Developed by Midway. Gray cart. Rated M. At some point in time you must have heard of, played, or seen Doom on the PC. It's an FPS from the early 90's that help solidify the genre to the point of being a gaming staple on every modern platform. The version scrubs out the pixelly graphics of the original and replaces it with real 3D environments and better rendered sprite enemies that smooth out as they approach. Graphical updates aside, this game is still Doom in control and feel: can't look up or down, no jumping-all the moves that are pretty much standard in circa 1997 FPS games. The only thing that didn't get ported was the one thing that put Doom on the map: multiplayer. And that is quite a bummer. Shooter/First-Person Shooter. EASTER EGGS: It's God mode time. Enter the password "7 T J L B D F W B F G V J V V B" to start on Level 1 with all of the weapons in the game. With this password in place, press Start to pause the game; you'll see a new option at the pause menu called "Features" which allows you to become invincible, get all of the weapons and more. PERIODICALS:

Electronic Gaming Monthly gave this game a 8, 8, 8, and a 6 (Out of 10). Released 04/02/97. #NUS-NDME-USA.

- ❑ **Dr. Mario 64** **Nintendo** **\$20/R2**
Developed by Nintendo. Gray cart. Rated E. An upgrade to the NES puzzler (and somewhat controversial game, as parents were concerned of their kids playing with medicine in a game) Dr. Mario, this game is upgraded primarily with a 4 player competitive mode and the number "64" at the end of the title. Not much beyond that over its 8 bit older sibling. But that's not a bad thing as it's still as addicting and fun as the original and perhaps more so with the ability to compete with three other virtual pharmacist wanna-be's. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, and a 6 (Out of 10). Released 04/09/01. #NUS-NN6E-USA.
- ❑ **Dual Heroes** **Electro Brain** **\$7/R4 -**
Developed by Hudson Soft. Gray cart. Rated T. If there was a "pain inducing product" section of your favorite electronics or discount store, this game would be in it alongside Superman 64. Originally the concept and images was promising: taking super-hero looking characters and fighting in interesting locales (like the top of a moving train) with everything looking very excellent. As Japanese (and eventually US) gamers discovered, it was all smoke and mirrors. It took a lot of concepts, like Virtual Gamers that would adapt to your attacks or Robot Mode that allowed you to train a robot to fight and then send it out into tournaments but the execution crashed and burned with horrible AI. As one review site said: "The strategy guide would say 'To be this fighter, press B, B, B, B, B, B, B, B. To be the next fighter press B, B, B, etc.'". The graphics were equally junk-bad flat backgrounds, lame foreground details, choppy frame rates. Stuff a fighter could NOT have. One of those games you get to fill your collection or prop up the corner of the couch that has a bad leg. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 3, 3, and a 1 (Out of 10). Released 11/05/98. #NUS-NDHE-USA.
- ❑ **Duck Dodgers** **Infogrames** **\$25/R5**
Developed by Paradigm Entertainment, Inc. Gray cart. Rated E. The "dethpicable" alien Marvin the Martian had planted several PU-36 explosive space modulators in an effort to destroy the galaxy, you take the controls of Duck Dodgers in an attempt to thwart the faceless wonder's plans. It's a decent platformer that falls into the trap that other platformers have in the past and in current times: loose control and poor camera controls. The platforming itself isn't anything new but the mini games and boss fights are what makes the title interesting. Ever wanted to fight....The CrushAH? You can. Thankfully the atmosphere and attitude of the game is firmly rooted in Looney Tunes, which does enhance the average game play with all the little nuances of the cartoons (hearing the musical "tip toe" noises when you creep along, for example). Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 3, and a 3 (Out of 10). Released 09/20/00. #NUS-NDUE-USA.
- ❑ **Duke Nukem 64** **GT Interactive** **\$8/R3**
Developed by Eurocom. Gray cart. Rated M. A pretty decent PC port. Duke Nukem 64 takes levels from the original game and mixes in some levels from the PC expansion "Plutonium Pack". Even though some of the more mature themes were scoured out (alcohol-related locales or items changed or removed, women are more clothed and you have to save them, porn related items and locales changed, etc.) it still has that Duke Nukem attitude. There are also some changes in the arsenal: the Ripper Chaingun, the Devastator, and the Freeze-Ray have been replaced with twin sub-machine guns (one in each hand), the Expander (makes people expand until they explode), a chargeable plasma cannon, and a grenade launcher. For multiplayer you get to Duke it up with three other

friends (or "Duke Bots" if humans aren't available) in deathmatches or you and a friend can go co-op to take on the aliens. Overall a decent port. Shooter/First-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 7.5 (Out of 10). Released 11/14/97. #NUS-NDNE-USA.

- ❑ **Duke Nukem: Zero Hour** **GT Interactive** **\$8/R3**
Developed by Eurocom. Gray cart. Rated M. This game is somewhat of a port of the PlayStation game "Duke Nukem: Time to Kill". In a 3rd person Tomb Raider esque play style, you must take Duke back in time to stop the aliens from sabotaging key stages in history that would wipe out human kind. You must also prevent them from killing your ancestors. It's a pretty solid game except that if you die in a level, you must play through that level again with everything back into place. Very frustrating. It is a good thing that the controls are very tight and the levels are interesting to play in. In contrast to the PlayStation version, Zero Hour offers up improved graphics if you use the 4MB expansion pak. Problem is that the high resolution mode slows the game down terribly but thankfully the mode can be switched off. Zero Hour includes first-person multiplayer deathmatch modes like King-of-the-Hill, standard Deathmatch, Last Man Standing and Team Duke Match. Shooter/Third-Person Shooter. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5.5, 5, and a 3 (Out of 10). Released 09/01/99. #NUS-NDZE-USA.
- ❑ **Earthworm Jim 3D** **Rockstar Games** **\$18/R5**
Developed by Vis. Yellow cart. Rated E. The worm is back and this time he's in 3D and stuck in his own head. No really: Jim is nailed by a flying cow (this IS Earthworm Jim, strange things are known to happen) and he is put into a coma. Jim's inner self must traverse the canyons of his inner mind to snap himself back to reality. This captures all the flavor that made the Earthworm Jim series on the 16 bit platforms so enjoyable and successfully brings it into the third dimension. History Trip: The production of everyone's famous robot-suit wearing worm is a long one indeed: the game was announced for the N64 back around May of 1997 with a release date sometime in the summer of 1998 and was to be published by Interplay. Then it was slated for Christmas of 1998. Then developer VIS had problems and pushed it to 1999. THEN Rockstar Games got the publishing rights and finally Jim lands in October of 1999. Wow. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5, 5.5, and a 3 (Out of 10). Released 10/28/99. #NUS-NJME-USA.
- ❑ **ECW Hardcore Revolution** **Acclaim** **\$3/R1**
Developed by Acclaim Studios Salt Lake City. Black cart. Rated M. If you played WWF Attitude, also released by Acclaim and developed by the same studio, you've played this game. It's essentially Attitude but with an ECW skin characters, blood letting, arenas and such. It was also sped up to emphasize the intensity of the hardcore new wrestling federation. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 6.5, and a 5 (Out of 10). Released 02/17/00. #NUS-NWIE-USA.
- ❑ **Elmo's Letter Adventure** **NewKidCo** **\$22/R5**
Developed by Realtime Associates. Gray cart. Rated EC. Guide Elmo around a farm (hosted by Big Bird, outer space (hosted by Grover) and under the sea (hosted by Bert) as he tries to accomplish letter recognition tasks set forth by each world's host. Bright vivid graphics and a slew of speech are there to keep a child's attention as they explore and learn. Educational/Language. Released 11/15/99. #NUS-NELE-USA.
- ❑ **Elmo's Number Journey** **NewKidCo** **\$20/R5**
Developed by NewKidCo. Gray cart. Rated EC. Similar to Letter Adventure, control Elmo through different worlds while accomplishing number and math tasks set forth by each world's "host" like Big Bird, Cookie Monster, Ernie, The Count and Grover. Educational/Math. Released 11/15/99. #NUS-NENE-USA.

- Excitebike 64** **Nintendo** **\$12/R2 +**
Developed by Left Field Productions, Inc.. Gray cart. Rated E. Ever hear motorbike announcers yell the name "Jim Rivers" when someone cracks up? This may be where it came from. A 3D version of the classic Excitebike game on the NES, you control a variety of racers as you claw your way to the number one spot. Courses range from indoor arenas (you know, the races that are usually on "Sunday! Sunday!") to outdoor floral and earthen death traps. Oh yes, you will crash a lot, and oh yes you will laugh as the announcer says your name with every blip in a loud, boisterous, yet sympathetic way. Win races and unlock more challenging tracks and other side games like Soccer and the original Excitebike. The game also includes a track editor so you can watch your friends' racers end up as crash statistics. Racing/Motocross/Cycle. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, and a 8.5 (Out of 10). Released 05/02/00. #DIS-NUS-NMXE-US.
- Extreme-G** **Acclaim** **\$5/R1**
Developed by Probe Entertainment. Gray cart. Rated KA. Taking hints from Wipeout and F-Zero and using a vehicular design similar to the Light Cycles from Tron, Extreme-G offers up a solid and FAST racer during a time when racing titles on the N64 were a dime a dozen. The game emphasizes on speed, much like F-Zero X did later on in the N64's life and does it well despite fogging and some frame chop. This game also offers up multiplayer modes for up to four players like races and a battle mode. Two players can compete in a Grand Prix and there's a Tournament mode where 16 players (not at the same time, of course) can hit the tracks. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8.5, and a 8 (Out of 10). Released 10/25/97. #NUS-NEGE-USA.
- Extreme-G 2** **Acclaim** **\$8/R3**
Developed by Probe Entertainment. Gray cart. Rated E. Probe takes Extreme G 2 and cranks it up a notch to be even faster, look better, have more "boom" with more weapons, has more vehicles and have a lot more options than its predecessor. However all this comes at a cost: frame rate. While the game rockets forward, it becomes harder to control because the game play is choppy and unresponsive. It's even worse in split screen multiplayer. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5, 6, and a 5.5 (Out of 10). Released 11/18/98. #NUS-NG2E-USA.
- F1 Pole Position** **Ubi Soft** **\$8/R4 -**
Developed by Human Entertainment. Gray cart. Rated KA. The Japanese version, Human Grand Prix Racing, was labeled as "inferior" as there was a lot of graphics and play issues. Human cleaned up the game and brought it stateside while Ubi Soft got their hands on the FOCA license to add to the ante. With your standard fare of race modes and a neat customization feature that allows you to adjust your car for better performance (like adjusting the rear foil). Sounds great but the graphics compared to other titles released at the time barely hold their own and the game lacks multiplayer, a staple for racing games. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and a 6 (Out of 10). Released 10/15/97. #NUS-NHGE-USA.
- F1 World Grand Prix** **Video System** **\$10/R3**
Developed by Paradigm Entertainment. Co-developed with Video System. Gray cart. Rated E. This is what F1 racing fans are looking for after playing Ubi Soft's entry into the racing genre. This game has the FIA licensing along with the full list of drivers for the time, a lot of modes like Exhibition, Grand Prix, Challenge (try your skill at historical races), Time Trial and a 2 player race. Graphics are fairly detailed, from cars to the billboards along the track and the control is very sim like. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7 (Out of 10). Released 07/27/98. #NUS-NFWE-USA.
- FIFA '99** **Electronic Arts** **\$25/R4**
Developed by EA Sports. Gray cart. Rated E. This is the culmination of EA's past works. Smooth graphics, more and better utilized controls (passing, jukes, various kicks, etc.), improved AI (both opponent and team mate), a LOT of modes (Training, Friendly, Quick Start, European Dream League, Golden Goal and Season), medium resolution mode (640x240-though there is a high res mode if you have the Expansion Pak but the game does slow a bit), and of course full Dolby Pro Logic Surround sound. All that out of a cartridge. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 8.5, and a 8.5 (Out of 10). Released 12/08/98. #NUS-N9FE-USA.
- FIFA Soccer 64** **Electronic Arts** **\$15/R4**
Developed by EA Canada. Gray cart. Rated KA. EA's first soccer entry for the N64 and it shows. Unlike Madden 64, EA was able to get the FIFA license and you can select international teams but the number of leagues is limited to four with teams from England, German, US, Italian and French. It does have a good selection of options like a Simulation and Arcade mode (either use the team's abilities or have every team have the same ability respectively), weather adjustment, and some rules adjustments. You can play in an exhibition (called Friendship), a League Mode and then Tournament. However, the game is also sluggish at times, which can really foul up a multiplayer game. This game does build the foundation for improvement and you know EA is all about improvement. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 and a 5 (Out of 10). Released 03/26/97. #NUS-N7IE-USA.
- FIFA Soccer '98: The Road to the World Cup** **Electronic Arts** **\$20/R4**
Developed by EA Canada. Gray cart. Rated KA. 98 is an improvement over FIFA 64. Better graphics, more options, real analog control, surround sound and about 6,400 soccer players from over 360 international and 172 national soccer teams. Now THAT's a nice roster selection. Choose your challenge at World Cup, have a Friendly game or go into the League mode. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 7.5, and a 7.5 (Out of 10). Released 12/20/97. #NUS-N8IE-USA.
- Fighter Destiny 2** **SouthPeak** **\$14/R4**
Developed by Imagineer. Black cart. Rated T. Imagineer made a sequel. They chopped the "s" off of "Fighters" (due to copyright reasons), kept the play modes except switched the Masters Challenge for Sogoroku (which is a board game where you roll dice, move to a space and fight whatever character is shown). Same engine, practically the same graphics (which were dated when this game came out) and just "more of the same" and that includes past pitfalls as well. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 3 (Out of 10). Released 06/22/00. #NUS-NFGE-USA.
- Fighters Destiny** **Ocean** **\$8/R3**
Developed by Imagineer. Gray cart. Rated T. A fighting game that's original! No, really. Looks a bit like a Tekken or Virtua Fighter but plays like the latter. The game revolves around tight and simplistic controls, one of those "easy to learn, hard to master" type deals and insists that players fight intelligently and not just go willy-nilly on the punch/kick buttons. Proper evading and throwing are essential. FD comes packed with 10 fighters (not including hidden characters), various game modes (Vs. Computer, Vs. Battle to acquire beaten opponents' moves, Record Attack, Master Challenge and Training, and a point system that emphasizes on a more strategic method of beating your opponent. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6, and a 6 (Out of 10). Released

01/27/98. #NUS-NKAE-USA.

- ☐ **Fighting Force 64** **Crave** **\$14/R4**
Developed by Core Design. Gray cart. Rated T. A port of the PlayStation game Fighting Force, this Final Fight clone puts the players into the shoes of four different fighters who must beat their way through 25 levels in order to stop Dr. Zeng from destroying the world. It's your basic beat-em-up, only now in 3D. Fighting/3D Beat 'Em Up. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4, 4, and a 1 (Out of 10). Released 05/26/99. #NUS-NFFE-USA.
- ☐ **Flying Dragon** **Natsume** **\$15/R4**
Developed by Culture Brain. Gray cart. Rated T. Flying Dragon introduces some interesting twists into a tiring fighting genre. For one you can choose to fight in a 2D or 3D mode (the latter allows you more free range movement to allow actions like side stepping while the former is your standard side to side). Select from 20 fighters and battle your way in a Circuit Mode, Vs. Mode, Tournament, Group Battle and a practice mode. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 3.5, 3, and a 3 (Out of 10). Released 10/14/98. #NUS-NFDE-USA.
- ☐ **Forsaken 64** **Acclaim** **\$4/R2**
Developed by Probe Entertainment. Gray cart. Rated T. In 2113 the solar system has been made lifeless by a major accident and thus is condemned by other habitable worlds. Only treasure seekers or bounty hunters dare enter this system as it is a dangerous. And it wouldn't be fun if it wasn't dangerous, right? Forsaken takes a page out of the game Descent's book and gives the player 360 degrees of movement and manages to pull off some decent speed while making the game look great. There are a bunch of weapon power-ups that are fairly standard (like rail guns or weapons that scatter projectiles to cover more area) but a few inject some new twists like a gravity missile that pulls items toward the explosion and a sphere to go around shooting missiles. Choose from eight uniquely attributed characters and fulfill the single player missions or duke it out with three friends in a deathmatch mode. Little Note: this game was originally going to be called "Condemned", like the state of the solar system after that little science "accident". Shooter/First-Person Vehicle Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5, 6, and a 6 (Out of 10). Released 05/26/98. #NUS-NFDE-USA.
- ☐ **Fox Sports College Hoops '99** **Fox Interactive** **\$6/R2**
Developed by Z-Axis. Gray cart. Rated E. Originally going to be published by BMG Entertainment, Fox took the rights and brought the first college basketball game to the N64. Gameplay wise, it doesn't separate itself from the rest of the hoops pack. It brings to the court 120 college teams (not including bonus teams like All-American or 80's Teams), rosters, play streaks, different play modes (Exhibition, Season, Conference Tournament, NCAA Tournament or Final Four) and a two player mode. That's pretty much all that makes it different from the other signature games like NBA Courtside or NBA Live. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 3.5, and a 2 (Out of 10). Released 11/23/98. #NUS-NF9E-USA.
- ☐ **F-Zero X** **Nintendo** **\$10/R2 +**
Developed by Nintendo. Gray cart. Rated E. Back on the SNES, F-Zero took the hyped Mode 7 hardware and ran, thus becoming both a visual and gameplay masterpiece. In classic style, Nintendo brought the game back and gave it a thorough 3D make over. Even though the graphics details are on the sparse side compared to other sci-fi racing titles like the Wipeout series, F-Zero X makes up for that in wickedly fast races that are smooth as silk with about 30 different AI controlled cars racing on screen at the same time. Thanks to the power of the N64's 3D handling, the tracks are high speed (or as my friends like to call "yarrp speed") roller coasters

that challenge you with magnetic rails (causing you to get sucked into the rails to crash and slow down), jumps, speed boosts, thin rails to ride on, loops and even upside down tracks. Plug in three other controllers and take on your friends. F-Zero X also included "hooks" that would allow you to use an Expansion Disk with the 64DD expansion drive. The disk offered up new courses along with the ability to make your own vehicles and tracks to race on. Unfortunately for US gamers, this device never made it to the American shores. Racing/Miscellaneous Racing. EASTER EGGS: To unlock the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game, go to the "Select Mode" screen, press L, Z, R, Cup, CDown, CLeft, Right, Start; you'll hear a signal to confirm. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9 (Out of 10). Released 10/26/98. #NUS-CFZE-USA.

- ☐ **Gauntlet Legends** **Midway** **\$16/R2**
Developed by Atari Games. Based on the 1998 Atari Games coin-op. Gray cart. Rated T. While based on the arcade game, the N64 version is different than the others released on other platforms. This version allows you to deactivate power ups and store them in an inventory for later use and then allowing you to sell the items for gold. That makes this version less of a faithful arcade translation but more of a solid multiplayer adventure game. Fun experience, but it gets a bit marred when slowdown occurs when the screen is busy with combat and lots of monsters. On a side note, some copies have also been known to lock up when multiple spells are activated at once. Shooter/360 Degrees. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (Out of 10). Released 09/29/99. #NUS-NGXE-USA.
- ☐ **Gex 3: Deep Cover Gecko** **Crave** **\$15/R3**
Developed by Crystal Dynamics. Gray cart. Rated E. The third game in the gecko's trilogy, Gex 3 puts you in the scales of Gex - a smart talking (and still voiced by comedian Dana Gould) gecko who has decided to take the life of a secret agent and has to find his sexy companion who's been kidnapped and sucked into the "media world". Gex must then dive into different TV "hubs" and beat the movie theme levels to gain remote controls that will open more worlds in order to find his lovely co-spy. It's a typical 3D platformer from the word go but Gex is given various abilities such as tongue swinging (like a sticky grappling hook...without the hook), a tail whip attack and wall climbing. However it falls prey to all the problems other less-than-stellar 3D platformers get: camera, stuttery motion and imprecise (to sloppy) control. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 6 (Out of 10). Released 09/29/99. #NUS-NX3E-USA.
- ☐ **Gex 64: Enter the Gecko** **Midway** **\$10/R2**
Designed by Evan Wells. Chip Burwell. Developed by Crystal Dynamics. Gray cart. Rated E. A rushed port of the PlayStation version, Gex 64 brings the 2D platform lizard from its 3DO origins and puts him into a 3D world. A very foggy 3D world. Gex must try and escape this television "pop culture" world by defeating levels in various TV themed worlds and accomplishing tasks that will give him a remote control, which turns on other TVs and the game continues. The gecko's past signature moves are here like tail whipping, tongue lashing to get files or items and the spring tail to jump higher. Other than the fact that comedian Dana Gould continues to do the voice of Gex (with one liners like "Has anyone seen Fox Mulder's sister?" being repeated quite often), the game really doesn't separate itself too much from the rest of the "Average" pack. Interesting note: If you compare the PlayStation version to this one, the former looks and plays better. No fog, no sound sync problems, no stuttery graphics...what happened Crystal Dynamics? Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5, 5.5, and a 5 (Out of 10). Released 08/26/98. #NUS-NX2E-USA.

- Q Glover** **Hasbro Interact** **\$8/R2 -**
Developed by Interactive Studios. Gray cart. Rated E. In this cute platformer, a wizard casting a spell should've ala-kazamed instead of ala-kazotted and wound up explosively turning himself into a fountain. The magical gloves he was wearing flew off-one landing to safety (our hero Glover) and the other landing in a strange concoction the wizard was brewing which turns the glove evil. The explosion also causes the wizard's crystal balls to fly out of the castle, which Glover turns to rubber balls to prevent breakage upon landing on the hard ground. The game introduces some interesting methods of game play beyond your standard run-jump-climb affair. Glover can control of a rubber ball and then throw it, bounce it to get to higher areas, float on it when you enter water, can transform it into a bowling ball to mow down enemies. Very innovative for its time. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and a 5 (Out of 10). Released 11/04/98. #NUS-NGVE-USA.
- Q Goemon's Great Adventure** **Konami** **\$17/R3**
Developed by Konami USA Ltd.. Gray cart. Rated E. A wise man creates a device that can bring ghosts back to life. An evil nun steals it to try and raise the boss of the underworld. Goemon and his crew must go and save Japan from this new threat going on an adventure that is quite trippy. Unlike many of the games being released at the time, this goes back to the Mystical Ninja/Goemon's roots of being a 2D side-scroller, only with 3D graphics instead of flat sprites. After you beat a world, you hop into a robot and go toe to toe with large cogwork mechs. You can even go through the game with a friend thanks to a co-op mode. The game is just wacky, filled to the rim with Japanese goofiness that successfully transcends across the pond and language barriers. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7 (Out of 10). Released 09/22/99. #NUS-NGME-USA.
- Q Golden Nugget 64** **Electronic Arts** **\$17/R4**
Developed by Westwood Studios. Gray cart. Rated E. From the makers of such widely known and acclaimed games such as Command and Conquer and The Legend of Kyandia series comes...a gambling game. A decent looking game that puts you and (if you choose) up to three of your friends into a virtual casino so you can try to clean the house in such games of chance like Roulette, Slots, Black Jack, and more. Other than 3D graphics, the game doesn't have much flash but it doesn't need to as these gambling games are all timeless no matter if they are real or virtual. Traditional/Casino Game. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, 9.5, and a 9 (Out of 10). Released 12/08/98. #NUS-NGNE-USA.
- Q GoldenEye 007** **Nintendo** **\$8/R1 +**
Developed by Rare. Gray cart. Rated E. This game was at one time a pack-in game with the N64 console in the UK. This game stars Bond, James Bond, and delivers an FPS experience which set the standard for all future FPS games. It's based on the movie (of course) but Rare did include original material to enhance the gameplay and story. The game is smooth, with little if at all any lag and the graphics still look good even today. The gameplay is tight and intuitive and gives the players a selection of difficulty to make it as easy or as difficult as they want. The single player game is rocked hard but the multiplayer was the delicious coating that made this title an instant classic. Four player split screen where you pick your weapons package, character and level and then simply death match until you meet what requirements you set to win or just battle till your eyes bleed. Simplistic in the option but soooo much fun. Trivia: in the Dam level there's an island that you can see off in the distance. You can see it in your sniper rifle and can paint ball it (if the mode is on), but you can't get there. If you have a GameShark, go to the end of the docks press L & R and enter D006 4F31 0030, 800D 33ED 0050, 880D 33ED 0000. This will turn

clipping "on" and will allow you to "float" over to the island. The original idea for the island was that Bond had to destroy a drone gun on the island to keep the plane from being destroyed at the end of the level. There is a rumor that you had to collect bungee gear there. Shooter/First-Person Shooter. EASTER EGGS: It's quite a few steps to invincibility, but it will be worth it. Using the D-pad (not the analog joystick) during a game, hold L and press Down, hold R and press CRight, hold R and press CUp, hold L and press Right, hold L and press CDown, hold R and press CUp, hold L and press Right, hold R and press Down, hold L and press Left, hold L + R and press CRight. If it worked you'll see a message at the bottom of the screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 6, and a 6 (Out of 10). Released 08/25/97. #NUS-NGEE-USA.

- Q GT 64 Championship Edition** **Ocean** **\$12/R4**
Developed by Imagineer. Gray cart. Rated E. A quasi-sequel of MRC, this game goes more toward a simulation approach. You have to properly follow the "racing line" of tracks and you can tweak your car (transmission, brakes, suspension, etc.). Choose from 14 official GT racing teams and off you go to the races, which give you a whopping selection of three tracks. Match that up with a game engine that is slow and choppy, and there isn't anything like too many cars or sampled music being played to do this. And like many other titles, fog has crept into this title as well along with the magically appearing background. Everything a racing game shouldn't be. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 5.5, 4.5, and a 4 (Out of 10). Released 09/08/98. #NUS-NGCE-USA.
- Q Harvest Moon 64** **Natsume** **\$40/R3**
Developed by Pack-in-Soft. Gray cart. Rated E. In this little life/farm sim, you are bequeathed a farm that is in sorry shape and you have to build it back up and make it profitable again, all the while trying to have a life. Based on the SNES game, you have to grow plants (after clearing the fields of debris), take care of and milk cows, talk to the towns folk, sell your goods, attend events, raise chickens...it goes on and on. This game takes time and patience but it rewards those who are persistent. Can you turn your little toothpick farm into a profitable and popular business with a bride at your side (yes you can court and marry the town's girls in this game)? It takes hard work in real life and it's the same here and that's not a bad thing what so ever. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7.5, and a 7 (Out of 10). Released 12/22/99. #NUS-NYWE-USA.
- Q Hercules: The Legendary Journeys** **Titus** **\$16/R3**
Developed by Player 1. Gray cart. Rated T. In this action game based on the TV show, Zeus is poisoned by Hera and falls ill, causing a power struggle by Ares and other corrupt gods. The mighty Kevin Sor...er... Hercules steps up and challenges those gods and with his companions Iolous and Serena they set off on adventure. The game itself is very "Zelda-esque" in its controls and some of the locations borrow the looks from 3D Hyrule. Otherwise it's a solid adventure game with enough puzzles and action to keep you interested. It was also originally available to rent via Blockbuster. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5 (Out of 10). Released 11/17/00. #NUS-NHCE-USA.
- Q Hexen** **GT Interactive** **\$7/R3**
Developed by Software Creations. Gray cart. Rated M. Like Doom 64, this is a cleaned up port of the PC game of the same name. The backgrounds are 3D but the enemies are just rendered sprites. Nothing new is added to make the N64 version more unique. You choose from three characters: a mage, a warrior, and a cleric. Each has their own special abilities. Then it's basically Doom with a

fantasy medieval twist. One thing that was added on was a deathmatch mode for up to four players but the frame rate drops horribly along with a two player co-op mode. Shooter/First-Person Shooter. **EASTER EGGS:** God mode time. During the game, press Start to pause. When the "Paused" menu appears, quickly press CUp, CDown, CLeft, CRight. A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu, then enter CLeft, CRight, CDown. **PERIODICALS:** Electronic Gaming Monthly gave this game a 5.5, 5, 4.5, and a 4.5 (Out of 10). Released 06/24/97. #NUS-NHKE-USA.

- ☐ **Hey You Pikachu!** **Nintendo** **\$10/R1 -**
Developed by Ambrella/Marigul Management, Inc.. Gray cart. Rated E. This game was at one time a pack-in game with the special N64 "Pikachu" console bundle offered exclusively at Toys 'R Us. Simulation/Life Development. **PERIODICALS:** Electronic Gaming Monthly gave this game a 6, 4.5, and a 3.5 (Out of 10). Released 11/06/00. #NUS-NPGE-USA.

- ☐ **Hot Wheels Turbo Racing** **Electronic Arts** **\$15/R3**
Developed by Stormfront Studios. Gray cart. Rated E. Like to play with Hot Wheels cars but don't want to get all dirtied or don't have the room for the accessory tracks? Hot Wheels Turbo Racing puts you in the seat of your choice of forty classic Hot Wheels cars and gives you your choice of play modes like Exhibition, Air Time Challenge, Hot Wheels Cup and Practice. To win a race you don't necessarily have to be the fastest as this game emphasizes stunts over speed. Even though you can't really go freestyle roaming you can catch wicked air and then you can control how your car moves in the air to pull off stunts. A neat and refreshing approach to a toy-based video game. Racing/Miscellaneous Racing. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8.5, 7.5, 7, and a 6.5 (Out of 10). Released 09/14/99. #NUS-NHWE-USA.

- ☐ **Hybrid Heaven** **Konami** **\$6/R2**
Developed by Konami OSA Ltd.. Gray cart. Rated T. "Hybrid" is a good name: part sci-fi 3D exploration, part RPG, part action game all with some drama-it's got a lot going for it. While the exploration part is straightforward at best (unlock doors, push boxes, stuff like that) the battle system is fairly unique. You encounter an enemy (which you can see and can try to physically avoid) and you get put into a quasi-3D fighting game. You can move freely but you select your attacks from menus and the hits and damage you do are reflected by the move you do along with your stamina and "power" meters and the condition of the body part you are thwacking. However before you can get all First of the Dragon on allens, you have to let them HIT YOU to learn moves. Role-Playing/Turn-Based RPG. Supports the N64 Expansion Pak. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and a 7 (Out of 10). Released 09/01/99. #NUS-NHVE-USA.

- ☐ **Hydro Thunder** **Midway** **\$25/R3**
Developed by Eurocom Midway. Based on the 1999 Midway coin-op. Blue cart. Rated E. A pretty decent port of the fast speed futuristic jet boat arcade racer. Select your craft, select from different exotic locations-of the-odd-kind (for example an arctic course that leads you through ice berg laden water ways or a ship graveyard) and get racin'! Offers up a four player mode (as opposed to the Dreamcast version which only has two player) but it gets rather hard to play when you add that third or fourth player as you don't get a choice of viewpoint and the frame rate drops quite a bit. Racing/Miscellaneous Racing. Supports the N64 Expansion Pak. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7 (Out of 10). Released 02/28/02. #NUS-NHTE-USA.

- ☐ **Iggy's Reckin' Balls** **Acclaim** **\$15/R3**
Developed by Iguana Entertainment. Gray cart. Rated E. It's a racer but also a platformer. You and up to three other friends take your ball-like characters and try to make your way to the top of the

different vertical, spiraling tracks while utilizing such things as springs, fans, conveyor belts and more while avoiding enemies that are out to stop your progress. Action/Platform/3D. **PERIODICALS:** Electronic Gaming Monthly gave this game a 7.5, 7, 7, and a 5.5 (Out of 10). Released 08/24/98. #NUS-NWBE-USA.

- ☐ **Indiana Jones and the LucasArts** **\$15/R4**
Infernal Machine

Developed by LucasArts/Factor 5. Gray cart. Rated T. Was only available to buy through LucasArts or through Blockbuster. Was also a Blockbuster rental exclusive. This is essentially a port of the PC game of the same name but doesn't have all the problems its computer-based sibling had. It's what Tomb Raider should be (gameplay wise, not testosterone level-wise). Control Indy as he travels the globe trying to find parts to an ancient machine that can open doorways to a parallel dimension. Action/3D Adventure. **EASTER EGGS:** Let's unlock all of those hidden levels. Choose "Options" from the main menu, then select "Pasccodes." Enter "FORGEOFF" at the screen that follows. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 6.5, and a 6 (Out of 10). Released 12/15/00. #NUS-NIJE-USA.

- ☐ **Indy Racing League 2000** **Infogrames** **\$10/R3**
Developed by Paradigm Entertainment, Inc.. Gray cart. Rated E. It's a solid Indy racer that gives you a good sense of speed, car customizations, day and night races, the Indy Racing license, all the venues (in decent detail), different play modes (Practice, Single, Competition and Championship), and a good of helping of petroleum jelly-o-vision. Racing/F1/Indy/Stock Cars. Supports the N64 Expansion Pak. **PERIODICALS:** Electronic Gaming Monthly gave this game a 8 (Out of 10). Released 06/09/00. #NUS-NICE-USA.

- ☐ **International Superstar Soccer 2000** **Konami** **\$25/R5**
Developed by Konami OSA Ltd/Major A. Gray cart. Rated E. Rental only. Still rated as one of the better soccer games available, ISS2K doesn't really improve over '98 all that much except for a more in depth create-a-player and a hi-res mode that cleans the graphics up but leaves a bit of lag. And still no FIFA license. Sports/Soccer.

- ☐ **International Superstar Soccer 64** **Konami** **\$15/R4**
Developed by Konami OSA Ltd/Major A. Gray cart. Rated KA. This game seems to be the soccer benchmark for the N64. Any review you read on any other soccer game instantly refers to this series. And this is the start. ISS64 delivers a variety of play modes (Open Game, International Cup, World League, Penalty Kick Shoot outs, Scenario and Training-all except training can be played with up to 4 players) fast game play with hardly any stutter in frame rate, a more strategic system that is evoked by using the Z trigger and C buttons, gobs and gobs of moves and slick graphics and animation that put FIFA 64 to shame. The only thing it doesn't have is the actual FIFA license. Sports/Soccer. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9.5 and a 9 (Out of 10). Released 08/08/97. #NUS-NJPE-USA.

- ☐ **International Superstar Soccer '98** **Konami** **\$20/R4**
Developed by Konami OSA Ltd/Major A. Gray cart. Rated E. It takes the best of ISS64 and gives it a nice graphical polish along with some good tweaks (like a larger strategy system and a create-a-player mode). It's another of those "if you liked the last game you'll love this one" situations. Still no FIFA license. Sports/Soccer. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9.5, 9.5, 9, and a 8.5 (Out of 10). Released 09/22/98. #NUS-NWSE-USA.

- ☐ **International Track & Field 2000** **Konami** **\$12/R5**
Developed by Konami OSA Ltd/Major A. Gray cart. Rated E. Rental

only. The blister inducing Track and Field series is back, now in 3D. Select your athlete's nationality and compete in Olympic events like Shot Put, 100m Dash, Long Jump, Triple Jump, Hammer Throw and more. With decent visuals (thanks to the 4 MB enhanced hi-res mode) and competition with three of your buddies this definitely brings the classic spirit of the venerable series to the 2000's. Sports/Track & Field. #NUS-N3HE-USA.

□ Jeopardy!

Take2 Interact \$15/R4

Developed by Gametek. Gray cart. Rated KA. For many moons there has always been a part of the phenomenon that are video games: TV game shows. Jeopardy! is the continuation of this hallowed tradition. It's got about 4,000 questions compiled from the television show, allows 3 players to compete and includes a quick answer system that recognizes words if the spelling is off and gives the option to pull up a menu of "like" words by entering in a few letters. Beyond that, it doesn't really present much and looks like it could have come out on a lesser system. Traditional/Game Show. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 3.5, and a 3 (Out of 10). Released 02/25/98. #NUS-NJOE-USA.

□ Jeremy McGrath Supercross Acclaim

\$12/R3 2000

Developed by Acclaim Studios Salt Lake City. Red cart. Rated E. Acclaim is usually lambasted for delivering some less than stellar titles. This is one of them. It has a lot of things going: the McGrath endorsement, 8 Supercross tracks, 8 licensed outdoor tracks, track editor, 4 player split screen, really loose physics and a graphics engine that makes control less than good and computer AI that is dumber than a box of rocks. Racing/Motocross/Cycle. Supports the N64 Expansion Pak. EASTER EGGS: To unlock a hidden cheat mode, go to the main menu, press L, CUp, L, CUp, L, CDown, CUp, CDown. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 4, and a 4 (Out of 10). Released 02/28/00.

□ Jet Force Gemini

Rare \$8/R1

Developed by Rare. Gray cart. Rated T. From the creative minds of Rare, take a trio of space heroes (two human, one canine) and bring justice to the galaxy. This is one long, tough game that's not overly forgiving if you forget or screw up on objectives. Includes a 2 player co-op mode and a 4 player battle mode. Early in development there was an outcry from the public when the characters were originally supposed to look more child-like and cute. Rare went back and reworked the characters to look a bit more mature while still retaining a level of cartoon cuteness (possibly to help smooth over the sheer about of carnage and gore the characters leave in their wake). Rare Ltd. was acquired by Microsoft in 2002. Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7 (Out of 10). Released 10/11/99. #NUS-NJFE-USA.

□ Ken Griffey Jr.'s Slugfest

Nintendo \$8/R1

Developed by Angel Studios. Gray cart. Rated E. Learning from its past mistakes, Angel Studios put some spit and polish to their original Major League Baseball featuring Ken Griffey and made it more sim like while keeping the easy to get into arcade play. It serves up more stadiums, a hi-res mode (if you have the memory expansion), Dolby Pro Logic sound, create-a-player and all 30 MLB teams. Sports/Baseball. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6.5, and a 5.5 (Out of 10). Released 05/11/99. #NUS-NKJE-USA.

□ Killer Instinct Gold

Nintendo \$10/R2

Developed by Rare. Gray cart. Rated R. When the first KI was in the arcades, the splash screens enticed gamers with what the "Ultra 64" could do. Well we got our chance and came away with a decent game that's more based on the arcade game Killer Instinct 2. Graphics that closely match the arcade, decent animations, fairly smooth control but the gameplay seemed, well, so "early 90's" as button mashing will get you as far as trying to master it.

Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7, 6, and a 6 (Out of 10). Released 11/25/96. #NUS-NKIE-USA.

□ Kirby 64: The Crystal Shards Nintendo

\$20/R2

Developed by HAL Laboratory. Gray cart. Rated E. The "one tough creepuff" is back and this time he's polygonal! Take control of the unique Kirby as he must traverse the world trying to scoop up shards of a shattered Power Crystal to restore peace in the realm. This game has some neat abilities going for it like sucking up bad guys to get their powers (like past Kirby games) and coughing them into other enemies to combine the two creatures' powers into one powerful combination. You can also flip the enemy or hold them to attack others or use their abilities to get you places. Even though it is a fairly easy title it's a blast to play. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, and a 7.5 (Out of 10). Released 06/26/00. #NUS-NK4E-USA.

□ Knife Edge: Nose Gunner

Kemco \$8/R3

Developed by Kemco. Gray cart. Rated E. And who thought on-rail shooters were dead? It's basically a light gun game sans the gun. One to four players control their own cross hairs as the game moves them about alien landscapes and foreboding underground tunnels. That's really it, one of those "if you played on rail shooter, you played them all" instances. Also known as "Kotobuki System Co. Ltd. Shooter/Target Shooting "Gun Games". PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 4.5, and a 4 (Out of 10). Released 11/10/98. #NUS-NKKE-USA.

□ Knockout Kings 2000

Electronic Arts \$5/R1

Developed by Black Ops. Gray cart. Rated T. Create your own boxer or choose from some of the best boxers in history (like Ali or Sugar Ray). Go into Career mode to start your path to glory or duke it out with anyone in the Slugfest mode. It's a bit confusing when determining punches and scoring doesn't really have a standard but it's an average fighter for the person who is sick of beating up musclebound humanoids or Power Ranger wannabes. Sports/Boxing. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (Out of 10). Released 10/03/99. #NUS-NKKE-USA.

□ Kobe Bryant in NBA Courtside Nintendo

\$5/R1

Developed by Left Field Productions, Inc. Gray cart. Rated E. Nintendo throws it's hat into the hoops arena with this title. It's a good solid basketball title with full NBA licensing, four player simultaneous play, great graphics (NBA player's faces were mapped onto the models) and some decent sound. However the game play is a bit on the slow side compared to some of the other faster moving titles available on the N64 prior to this. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and a 7.5 (Out of 10). Released 04/27/98. #NUS-NNBE-USA.

□ Legend of Zelda: The Majora's Mask

Nintendo \$20/R1 +

Developed by Nintendo. Gold cart. Rated E. This addition to the Zelda series branches directly from The Ocarina of Time. Link is transported to the land called Termina whose moon is rapidly descending to the planet. Link must traverse different dungeons, manipulate time and use a variety of powerful masks in order to obtain the powerful Majora's Mask which will put the moon back in its proper orbit. This is one of the few games that requires the Expansion Pack. Original release cartridges also have a holographic label but this doesn't seem to affect the value but it looks really cool! Role-Playing/Third-Person Real-Time. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, and a 10 (Out of 10). Released 10/26/00. #DIS-NUS-NDLE-US.

- Legend of Zelda, The: Ocarina of Time** **Nintendo** **\$20/R1 +**
Developed by Nintendo. Gold cart. Rated E. Eight years after Legend of Zelda: A Link to the Past and a dimension later, Nintendo's masterpiece franchise comes back to life in the stunning Ocarina of Time. Setting standards and further raising the bar in action adventure games, Ocarina of Time puts you in control of Link yet again where you must fight evil in the present and the future in order to defeat the evil Ganondorf and save Princess Zelda and the Triforce. Sure it's the same old story but it's Zelda...the name alone invokes the opening of one's wallet. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, 10, and a 10 (Out of 10). Released 11/23/98. #NUS-CXGE-USA.
- Legend of Zelda, The: Ocarina of Time** **Nintendo** **\$15/R1 +**
Developed by Nintendo. Gray cart. Rated E. This is essentially the same game as the gold cartridge of Ocarina of Time only it was repackaged in the gray and typically sells for less. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, 10, and a 10 (Out of 10). Released 11/23/98. #NUS-CXGE-USA.
- Lego Racers** **Lego Media** **\$10/R3**
Developed by High Voltage Software. Gray cart. Rated E. Like the name implies, this game delivers a Mario Kart-like experience but with the timeless plastic brick toy theme of Legos. While it plays like any other cart-style racer, Lego Racers brings some new things to the track like the ability to build your own car AND your car using Legos. It also has a type of "upgrade" system for the power ups you find on the track. A tight little racer. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6.5, and a 4 (Out of 10). Released 10/22/99. #NUS-NLGE-USA.
- Lode Runner 3D** **Infogrames** **\$10/R3**
Developed by Big Bang. Gray cart. Rated E. The venerable classic makes the transition to 3D! Guide you're here through the different puzzle laden secret bases of the Monks of Pandora on a mission of retrieving the free systems' stolen gold and defeating the mad Emperor. Looks and plays a bit like a platformer but is really more of a puzzle game, just like the original Lode Runner. Puzzle/Action. EASTER EGGS: Bonus Level: Pause the game and then hold Z and press C-Down, L, R, L, R, L, R, L, R, L, R. (A tone will confirm a correct entry.) Highlight "Enter Secret Worlds" option and press A to play a bonus level. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and a 7.5 (Out of 10). #NUS-NLRE-USA.
- Mace: The Dark Age** **Midway** **\$8/R4**
Developed by Atari Games. Based on the 1997 Atari Games/Midway coin-op. Gray cart. Rated M. A 3D fighter similar to games like Virtua Fighter, Atari Games and Midway graced the (then) fighter light N64 with this fairly faithful arcade port. Choose one of ten (fourteen after you get the two bonus and hidden characters) fighters as you battle your way to the top to retrieve the Mace of Tanis from the dark sorcerer Asmodeus. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6.5, and a 5.5 (Out of 10). Released 10/01/97. #NUS-NMEE-USA.
- Madden 2000** **Electronic Arts** **\$2/R1**
Developed by Tiburon. Gray cart. Rated E. Improving on Madden '99, we get all that last year's game had to offer with the obligatory better graphics and sound along with more "background" graphics (people on the sidelines, nets behind goal posts and more), better physics for more accurate collisions and movement, the Madden Challenges, and improved commentary. Sports/Football. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 (Out of 10). Released 08/31/99. #NUS-NMDE-USA.
- Madden 2001** **Electronic Arts** **\$4/R1**
Developed by EA Sports. Blue cart. Rated E. It's football. It's Madden. What else do you need to know? New additions to this year's game are more player models that are more proportionate to the real NFL players they represent, a Situation mode that can put you into challenging situations you have to play out of, the addition of Madden Cards and improved graphics, sounds and commentary. Sports/Football. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9 (Out of 10). Released 09/05/00. #NUS-NFLE-USA.
- Madden 2002** **Electronic Arts** **\$6/R2**
Developed by EA Sports. Black cart. Rated E. One of those titles that seemed to eek out under some of the radars of major game sites, Madden 2002 is probably one of the best football games on the N64. Not only is it a culmination of the past Maddens, but this version includes a "Madden Classic" mode that allows you to play the classic Madden '92 in all its 16 bit glory but with the current roster. Also new is a type of "do-over" (or "mulligan", for lack of a better sports related term) feature that will allow you to redo any play you made. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released 09/13/01.
- Madden 64** **Electronic Arts** **\$1/R1**
Developed by Tiburon. Gray cart. Rated KA. Was the first football game for the system. Had the great control and options the Madden franchise is known for, but did not have the NFL License. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 8 (Out of 10). Released 10/24/98. #NUS-N8ME-USA.
- Madden NFL '99** **Electronic Arts** **\$1/R1**
Developed by Tiburon. Gray cart. Rated E. This year EA was able to get full NFL licensing, so not only does this title give you better graphics and control but you get 110 current and classic NFL teams, stats, a franchise mode and the ability to create custom teams. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and a 8.5 (Out of 10). Released 09/24/98. #NUS-N9ME-USA.
- Magical Tetris Challenge** **Capcom** **\$18/R4**
Developed by Capcom. Gray cart. Rated E. If you are reading this guide and don't know what Tetris is, then you must live under a pretty large rock. This game takes the classic block puzzler and mixes in the magic license of Disney. It plays the same as Tetris but it has a storyline starring classic Disney characters like Mickey, Minnie and Goofy going up against bad guys like Big Bad Wolf and Pete, an option that allows you to see where the pieces are going to drop, a "Magical Tetris" mode that has a magic meter that is filled when lines are completed and when its filled it wipes out the player's blocks and a two player head-to-head mode. And it also includes lots of bright pretty colors. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and a 7 (Out of 10). Released 01/15/99. #NUS-NMTE-USA.
- Major League Baseball Featuring Ken Griffey Jr** **Nintendo** **\$3/R2**
Developed by Angel Studios. Gray cart. Rated E. A solid baseball game that tends to bend more toward an "arcade" feel. This game has the full MLBPA license, over 700 players, stat tracking, injuries, three skill levels, 2 player simultaneous for season, exhibition, world series and 4 player simultaneous for the home run derby. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7, and a 6.5 (Out of 10). Released 05/25/98. #NUS-NKGE-USA.
- Mario Golf** **Nintendo** **\$20/R1 +**

Developed by Camelot. Gray cart. Rated E. From the same folks that brought you PlayStation owners the Hot Shots Golf series, Camelot brings the same stuff that makes Hot Shots so much fun and stirs some mushrooms into their caldron and comes up with Mario Golf. Mushroom Kingdom style courses, a very solid golf engine, good polygonal graphics, and hey, it's a Mario. What else can you say? Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 7.5, and a 7.5 (Out of 10). Released 07/26/99. #NUS-NMFE-USA.

□ Mario Kart 64 Nintendo \$15/R1 +

Developed by Nintendo. Gray cart. Rated KA. The 3D update to the classic Mario Kart game from the SNES and just glows with the aura of "instant classic" the day it hit the stands. For those who may not know this game (all three of you): you pick from a selection of popular Mario series and related characters (Mario, Luigi, Princess, Yoshi, Donkey Kong, etc.) and then race go-karts through a variety and we do mean variety of tracks to open up more race tracks. You can play it alone or go at it with three other players, blazing down the regular tracks and whipping each other with power ups that pop up on the track. You can also go head to head in a battle mode where whoever is left standing wins. A must own for anyone. Racing/Kart Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, 9, and a 9 (Out of 10). Released 02/10/97. #NUS-NKTE-USA.

□ Mario Party Nintendo \$14/R2

Developed by Hudson Soft. Gray cart. Rated E. Probably the game that started the whole franchise character party games, this 1 to 4 player fest challenges players to be the winner of a virtual board game starring the Mario characters. Control your character through a variety of mini games ranging from a chiseling of pictures to a full melee brawl. As a word of warning for the solitary: when they put "party" in the title, they meant "more than one person". The single player mode is pretty boring so Nintendo definitely wasn't kidding. Miscellaneous/Mini-games. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8.5, and a 8.5 (Out of 10). Released 02/08/99. #NUS-CLBE-USA.

□ Mario Party 2 Nintendo \$17/R2

Developed by Hudson Soft. Gray cart. Rated E. It's basically Mario Party, except with a "2" and more mini games. This outing give you 64 mini games including a few revisits from games from the first game, more themed boards to play on and that's about it. Not that that's a bad thing-the formula works and it is good. A single player "quest mode" is available, but like the previous title it ain't fun to go solo. Miscellaneous/Mini-games. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8, and a 7.5 (Out of 10). Released 01/24/00. #NUS-NMWE-USA.

□ Mario Party 3 Nintendo \$25/R2

Developed by Hudson Soft. Gray cart. Rated E. Simple explanation: see above on Mario Party, then read down to Mario Party 2. That's Mario Party 3 except for 70 brand new mini games and with the ability to buy and use items from the game board. Other than that, if you've played the first two you know what to expect. Another warning: the single player mode is more observation than play. You watch your computer opponents move and play their own mini games and we don't think you can skip 'em. Consider yourself warned. Miscellaneous/Mini-games. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7, and a 6.5 (Out of 10). Released 05/07/01. #NUS-NMVE-USA.

□ Mario Tennis 64 Nintendo \$15/R1 +

Developed by Camelot. Gray cart. Rated E. From the creators of Mario Golf and the Hot Shots Golf series comes a new addicting, not to mention cute as a button, tennis game. 4 players, lots of options, various swing power types, and Mario characters. Some characters are a little unbalanced, but the game is a blast to play even if you don't like real tennis. Sports/Tennis. PERIODICALS:

Electronic Gaming Monthly gave this game a 9.5, 9, and a 8.5 (Out of 10). Released 08/28/00. #NUS-NM8E-USA.

□ Mega Man 64 Capcom \$13/R3

Developed by Capcom. Gray cart. Rated E. Capcom delivers Mega Man to the owners of the N64. Sounds good, but it's a port of the (then three year old) Mega Man Legends on the PlayStation. It's basically a 3D adventure in the vein of Mario 64 or Banjo Kazooie but themed with the Blue Bomber blowing up robots and not nearly as fun as the aforementioned games. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 5 and a 5 (Out of 10). Released 01/16/01. #NUS-NM6E-USA.

□ Mia Hamm Soccer 64 SouthPeak \$13/R3

Developed by Silicon Dreams. Gray cart. Rated E. European gamers may know this game as Michael Owen's World League Soccer, except this version has women. It has the basic stuff a soccer game would have: up to four player simultaneous play, 32 international and 18 US teams, four play modes (exhibition, US League season, World Cup and practice) and configurable camera. Sports/Soccer. Released 11/09/00. #NUS-NHME-USA.

□ Mickey's Speedway USA Nintendo \$14/R4

Developed by Rare. Gray cart. Rated E. It's basically Mario Kart 64 except with Disney characters at the wheel and not nearly as good. And the storyline? Mickey and friends have to race to save Pluto from a bunch of doggnappers. Doesn't anyone just race to win anymore? Racing/Kart Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, and a 5 (Out of 10). Released 11/13/00. #NUS-NMLE-USA.

□ Micro Machines 64 Turbo Midway \$7/R2

Developed by Codemasters. Gray cart. Rated E. The classic racing game based on the mini toy cars gets a 3D remake and rocks just as much as it did back on the NES. Choose from around 32 different vehicles and race on many different tracks like the back yard or a pool table. One to four players can compete head to head or go with the "pad sharing mode" (one person uses the d-pad, the other uses the C buttons) and get together with four more friends for an eight player racing challenge. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8.5, and a 7 (Out of 10). Released 03/24/99. #NUS-NV3E-USA.

□ Midway's Greatest Arcade Hits Volume I Midway \$13/R3

Developed by Digital Eclipse. Gray cart. Rated E. As game systems become more powerful and more complicated, Midway has been there to remind us of a more simpler time thanks to compilations like Midway's Greatest Arcade Hits Volume 1. Included are Spy Hunter, Joust, Defender, Robotron, Sinistar and Root Beer Tapper which are selectable by choosing a cabinet in a 3D virtual arcade. Also included is an arcade trivia game that tests your knowledge of the games in the compilation. Miscellaneous/Compilation. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released 11/14/00. #NUS-NAIE-USA.

□ Mike Piazza's StrikeZone GT Interactive \$4/R3

Developed by Devil's Thumb Entertainment. Gray cart. Rated E. In a nutshell-it's a baseball game that happens to have Mike Piazza's face and name on it. That's maybe the only thing good about it. Oh it's got your stat tracking, create-a-player, two player capability, gameplay modes that are standard (season, All Star, Homerun Derby, etc.) and all 3D players and stadiums but it really doesn't have one crucial thing: fun. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5, 3, 2, and a 2 (Out of 10). Released 06/16/98. #NUS-NM8E-USA.

□ Miho's Astro Lanes Crave \$8/R3

Developed by Player 1. Gray cart. Rated E. Bowling in space, who woulda thunk, eh? You take the role as Miho who enters a galaxy

wide broadcast sporting event called Astro Games. You compete against the computer (or 3 friends thanks to a 4 player mode) in bowling tournaments. As your ball makes its way down the lane (which become more difficult as you progress thanks to jumps, bumpers and obstacles), your opponents can chuck things at the ball or in its path to try and hinder your performance. Sports/Bowling. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 3.5, 3.5, and a 3 (Out of 10). Released 11/24/98. #NUS-NBRE-USA.

❑ Mischief Makers Nintendo \$7/R3

Developed by Treasure. Gray cart. Rated KA. When 3D was starting to be pushed as the new standard on consoles, Treasure comes along to show that 2D isn't dead. Take control of the heroine, Marina the robotic maid, as she traverses the levels trying to find and free her creator from an evil emperor. It's 2D platforming through and through as you make your way through action and puzzle filled levels, shaking up enemies and jumping/running/riding vehicles or sliding on wires to the end of the stage where a star awaits you. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 7.5 (Out of 10). Released 10/01/97. #NUS-NTME-USA.

❑ Mission: Impossible Ocean \$4/R1

Developed by Infogrames. Gray cart. Rated T. This mission, if you choose to accept it, is to guide Ethan Hunt (which looks nothing like Tom Cruise) through various missions that somewhat follow the action movie of the same name. It did bring some fresh approaches to the growing "spy game" genre by offering more variety in each mission, including different control styles and gameplay (like lowering your self through a room on a wire avoiding laser beams). This game originally was to be able to work with the 64DD and was supposed to be out in 1997 but the 64DD capability was dropped and the game slipped to a release date of 1998. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 5.5, and a 5 (Out of 10). Released 07/18/98. #NUS-NMIE-USA.

❑ Monaco Grand Prix Ubi Soft \$10/R4

Developed by Ubisoft. Gray cart. Rated E. An F1 racing game without the F1 car and driver license, Ubi Soft delivers an F1 game that does it better than the last game they published: F1 Pole Position. Even though teams and such are made up, you are given a solid racing game with 16 international tracks, 3 modes of difficulty, arcade and simulation control options, two player split screen racing and the ability to have 22 cars on screen at once. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6.5, and a 6 (Out of 10). Released 09/01/99. #NUS-NMGE-USA.

❑ Monopoly 64 Hasbro Interact \$15/R3

Developed by Mind's Eye. Gray cart. Rated E. If we need to explain what Monopoly is we have to wonder how long you were on the mothership and when is it coming back for you. Kidding aside, this is based on the timeless board game but this time with a twist of 3D. Watch your play pieces move to their locations in their own unique and cartoonish fashions. One interesting feature you don't see often in board game conversions is the ability to use "house rules" and you get a listing of popular house rules made by people from all over the world and used for the last million years the board game's been out. Traditional/Board Game. Released 12/18/99. #NUS-NMOE-USA.

❑ Monster Truck Madness 64 Rockstar Games \$14/R4

Developed by Edge of Reality. Gray cart. Rated E. Ever since people saw the monster truck known as Bigfoot crush a Gremmie many wanted to get behind the wheel of one of those suckers. Now you can. Take your pick from 20 of the famous monster trucks and then roll out to two racing modes (exhibition and circuit) with a total of 10 tracks. Or you can challenge your friends to a little one-

on-one-on-one-on-one action with 5 multiplayer battle modes with quirky games like soccer. To make things a little more interesting you can also scoop up weapon power ups to keep your opponents on their toes. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5, 5, and a 4.5 (Out of 10). Released 07/30/99. #NUS-NM3E-USA.

❑ Mortal Kombat 4 Midway \$10/R3

Developed by Eurocom. Based on the 1997 Midway coin-op. Gray cart. Rated M. The Mortal Kombat series is as legendary as the hallowed Street Fighter. This time the battle comes at you with polygons and three dimensions. We won't bother going over the why's of why you are going to fight - we'll just say it's fast and fluid. The Kombat arenas can be wandered about but the characters can dodge away from and towards the camera, so you're not totally stuck in a side scroll 2D melees.

Fighting/Tournament Style. EASTER EGGS: Like most in the MK series, there is a hidden cheat menu in the game. Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (CLeft + CDown in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6.5, and a 6.5 (Out of 10). Released 06/23/98. #NUS-NM4E-USA.

❑ Mortal Kombat Mythologies: Sub-Zero Midway \$8/R2 - Sub-Zero

Developed by Avalanche. Gray cart. Rated M. Now here's a concept that we thought would work well: create a 'em up ala Double Dragon or Bad Dudes and put the complexity of a fighting game into it. Midway and Avalanche tried and this is their work (as in piece off). It takes nothing from the series other than Sub-Zero along with punches and kicks then smothered it all in bad control and terrible level design. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4.5, and a 4 (Out of 10). Released 12/08/97. #NUS-NM5E-USA.

❑ Mortal Kombat Trilogy Midway \$13/R3

Developed by Midway. Gray cart. Rated M. It's a melting pot of the first three Mortal Kombats. You got most of the fighters from the trilogy and you get the mano-a-mano combat along with the 2 on 2 and 8 player tournament. What you also get (and probably didn't want) is slow down, missing animations and muffled sounds. A good attempt to try and shoe horn all that MK goodness into one cart but didn't live up to the series name. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 8 (Out of 10). Released 11/14/96. #NUS-NMKE-USA.

❑ MRC: Multi-Racing-Championship Ocean \$6/R3 - Championship

Developed by Imagineer. Gray cart. Rated KA. Part off-road racer, part street racer, Imagineer summed the game up by calling this game MULTI-Racing Championship. Choose your ride from ten cars, each with their own attributes and the ability to have things like suspension or gears and such adjusted. Once your wheels are set you can burn rubber on one of three courses. Yep, three courses that can be played in a Grand Prix mode and a two player split screen mode along with adjustable weather conditions. Had promise but came out as a blurry and average racer. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5, 6.5, and a 5 (Out of 10). Released 09/05/97. #NUS-NMRE-USA.

❑ Ms. Pac-Man Maze Madness Namco \$17/R3

Developed by Mass Media. Gray cart. Rated E. The timeless lady of video games got herself a 3D make over. You get "classic", multiplayer, quest and time trial modes to choose from with a total

of twelve areas to get your maze on. In Quest you have to save Pac Land from the evil Mesmerelda by recovering gems from different regions. Classic is classic Ms. Pac-Man, Time Trial is similar to quest only you must complete the level in a certain amount of time. Multi Player is a bunch of mini games and your friends can play like Dot Mania (eat 80 pellets to win), Ghost Tag (it's tag-whomever is "it" becomes a ghost) and Da Bomb (kinda like Hot Potato). Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, and a 8 (Out of 10). Released 11/12/00. #NUS-NP9E-USA.

❑ Mystical Ninja starring Goemon Konami \$13/R3 +

Developed by Konami. Gray cart. Rated E. Somewhat Zelda-ish, you follow the tale of Goemon and his fellow adventurers as they try to thwart the plans of an evil musical troupe: turn the world into a gigantic musical stage. A goofy 3D adventure that will have you traipsing about ancient Japan, fighting bad guys with weapons like coins or a pipe and visiting crazy locales. Neat thing with this game is you can switch between Goemon, Ebisumaru (Goemon's sidekick who tends to lose his clothing), Yae (a female ninja who knows how to swing a mean sword) and Sasuke (a robot ninja who's in need of batteries). Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7 (Out of 10). Released 04/16/98. #NUS-NGSE-USA.

❑ Nagano Winter Olympics '98 Konami \$5/R3

Developed by Treyarch. Gray cart. Rated KA. An attempt to bring all the action and fun of Winter Olympics, this game gives the player (or players, up to 4) the choice to play the Olympic mode or Championship mode with 12 events to compete in like skiing, bobsledding, speed skating and snowboarding on a half pipe. Not half bad but not nearly as exciting as past and less technical games. Sports/Multi-Sports. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5, 4.5, and a 4.5 (Out of 10). Released 01/29/98. #NUS-NH5E-USA.

❑ Namco Museum 64 Namco \$12/R3

Developed by Mass Media. Gray cart. Rated E. This compilation cart contains Ms. Pac-Man, Pac-Man, Dig Dug, Pole Position, Galaga and Galaxian. The games are pretty faithfully reproduced except for some pixel scrunching, text squashing and a little scrolling (like Dig Dug). Miscellaneous/Compilation. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 6.5, and a 6 (Out of 10). Released 11/29/99. #NUS-NNME-USA.

❑ NASCAR 2000 Electronic Arts \$11/R3

Developed by Stormfront Studios. Gray cart. Rated E. Start reading the entry on NASCAR 99. Done? Okay now add in a grand total of 33 cars and racers for the 1999 season, adjustable game play so it can be more "sim" like or more "arcade" like, a drafting meter, harder edged guitar music and night racing at 3 tracks. That's about it. Racing/F1/Indy/Stock Cars. Released 09/15/99. #NUS-NN2E-USA.

❑ NASCAR 99 Electronic Arts \$5/R2

Developed by Stormfront Studios. Gray cart. Rated E. NASCAR's first entry onto the N64, this game antes up 18 real tracks, 31 official drivers, 3 game modes (quick race, single race and championship) 2 player simultaneous play, a smooth frame rate (at the graphic's expense: the game's decent looking but not overly detailed) and digitized guitar riffs from Joe Satriani and Stevie Ray Vaughn. NASCAR game fans take note: the game is a bit more on the "arcade" side when it comes to control and adjustability so if you wanted sim action you won't really find it here. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7, 7, and a 5 (Out of 10). Released 09/11/98. #NUS-N9CE-USA.

❑ NBA Courtside 2: Featuring Nintendo \$7/R3

Kobe Bryant

Developed by Left Field Productions, Inc.. Gray cart. Rated E. It's hard to enter a sports genre when there are well known franchises that already defined the way the game is to be played, seen and heard. Left Field did a great job with the previous NBA Courtside and upped the ante with this sequel. The highly enjoyed artificial intelligence was back and tweaked to remain challenging but not become "cheap" and triple its efforts to inhuman levels to beat the player. At the same time the "money" plays that allow gamers to easily clump the computer out of points are virtually removed with a realistically reacting AI defense. Graphic models represented league players very well and gave gamers the opportunity to create their own NBA superstar with an expanded Create-a-Player mode. The game is also geared for both the basketball enthusiast with the full NBA license and teams and a multi-length season mode while the casual sports gamer can sink their teeth into the Arcade, Three-Point Contest and Exhibition. Sports/Basketball. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8, and a 7.5 (Out of 10). Released 11/08/99. #NUS-NCKE-USA.

❑ NBA Hang Time Williams \$6/R3

Developed by Funcom. Based on the 1996 Midway coin-op. Gray cart. Rated KA. An arcade port of the furious 8-Ball game of the same name, Hang Time gives all of the NBA teams and a good selection of the top players of the time. The game saves your progress as you go and also allows you to create your own player with the choice of pre-recorded nicknames the announcers will use (like if you selected "Large Marge", whenever the announcer would speak about you they'd refer to your character as "Large Marge" like "Large Marge takes it to the hoop!"). Codes could be inputted to open cheats or even a rooftop court to play on. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 and a 7 (Out of 10). #NUS-NXGE-USA.

❑ NBA In the Zone 2000 Konami \$5/R3

Developed by Konami OSA, Ltd.. Gray cart. Rated E. Is third time a charm? 2000 offers up everything the past two incarnations had but now has an even more improved passing system and slightly better graphics. Beyond that it really doesn't excel past the previous two games. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 5 (Out of 10). Released 02/23/00. #NUS-NWZE-USA.

❑ NBA In the Zone '98 Konami \$3/R2

Developed by Konami. Gray cart. Rated E. Konami wanted to offer a hoops game that was geared more toward realism as opposed to the other game available at the time, the arcade high-fly fest NBA Hangtime. It has 4 player simultaneous play, full NBA licensing, 4 game play modes (Exhibition, Playoffs, All Star and Season) and stats. Unfortunately petroleum jelly-o-vision and a slow pace kinda stomp on the realism. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4.5, 3.5, and a 3 (Out of 10). Released 02/10/98. #NUS-NBAE-USA.

❑ NBA In the Zone '99 Konami \$3/R3

Developed by Konami. Gray cart. Rated E. An improvement over '98, this time you get faster game play (like basketball should be), on the fly play calling, "icon passing system" that allows you to pass more accurately rather than all willy-nilly, two new game modes (slam dunk and three-point shoot out) and crisper graphics. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 6.5, and a 6 (Out of 10). Released 04/07/99. #NUS-NB2E-USA.

❑ NBA Jam 2000 Acclaim \$6/R3

Developed by Acclaim. Gray cart. Rated E. Like many sports-based video game franchises, each release is typically just an update over the previous year's. Jam '00 is no exception. The graphics have

improved with more frames of animation including new moves like grabbing, push-off and post-ups. Teams now incorporate the actual "style" the real teams use so the virtual versions will play very similar to their real-life counterparts. The "Create-a" modes are also improved and allows you to create your own team's "style" as well. There are even some bonus modes like three-point contest, free throw and a two-on-two neighborhood court style game. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 2 (Out of 10). Released 12/02/99. #NUS-NJAE-USA.

- ❑ NBA Jam '99** **Acclaim** **\$3/R2**
Developed by Iguana West. Gray cart. Rated E. Based on the classic basketball game from the Genesis/SNES days, Jam '99 brings to the court the full NBA license with all 29 teams, players and arenas in full high-res 3D graphics, a more realistic gameplay approach (as opposed to Jam's arcade-based play history), 5 modes of play (shoot out, exhibition, season, custom season and playoffs), create-a-player/team, historical simulations, 4 player simultaneous play and full team management (including trading, drafting, etc.). Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 6, 5.5, and a 5.5 (Out of 10). Released 12/04/98. #NUS-NB9E-USA.
- ❑ NBA Live 2000** **Electronic Arts** **\$5/R2**
Developed by NuFX, Inc. Gray cart. Rated E. With the obligatory graphics updates that every new season of an EA Sports game, 2000 also includes an "Enhanced Pro-Action" AI so the computer players will act and do things more like basketball players, an N64 exclusive arcade mode, one-on-one outdoor court games (where you can unlock Michael Jordan, who will then be available for play in other game modes) and a multiple season mode with a General Manager feature. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 9 (Out of 10). Released 11/17/99. #NUS-NNLE-USA.
- ❑ NBA Live '99** **Electronic Arts** **\$2/R2**
Developed by EA Sports. Gray cart. Rated E. EA's NBA Live series is synonymous with great and realistic basketball like Madden is with football. While it wasn't as pretty as other platform's versions, it's still a solid title for a new franchise on the N64. You get the adjustable arcade/sim gameplay the series is known for along with 5 modes of play (Exhibition, Season, Play-Offs, 3 Point Shoot Out and Arcade), DexDrive upgradeable roster (this was implemented due to the lock-out, so the roster was recent up to July 1998), custom player and team creator and 4 player simultaneous play. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7.5, and a 6.5 (Out of 10). #NUS-NB9E-USA.
- ❑ NBA Showtime: NBA on NBC** **Midway** **\$5/R3**
Developed by Eurocom. Gray cart. Rated E. The classic arcade action of the old NBA Jam arcade game is back but this time with the full NBA and NBC licenses. You get all 29 NBA teams, players and arenas, the standard create-a-player but with RPG elements to improve your player, secret courts, power ups like "team fire" (where you entire team goes en fuego, allowing your team to be able to sink more shots and move faster) and 4 player simultaneous play. Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7.5 (Out of 10). Released 11/17/99.
- ❑ New Tetris** **Nintendo** **\$22/R3**
Developed by H2O. Gray cart. Rated E. This latest incarnation of Tetris includes a four player mode, bonus boxes, a type of level scoring system for different players, and models that are built as your number of completed lines grow. What else can we say, it's Tetris. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7 (Out of 10). Released 08/02/99. #NUS-NRIE-USA.

- ❑ NFL Blitz** **Midway** **\$4/R1**
Developed by Midway. Based on the 1997 Midway coin-op. Gray cart. Rated E. A port of the Midway arcade game of the same name. Like the NBA Jam series, this game focuses on action rather than realism. Has the full NFL license, so one could pick their favorite NFL team and deal out some serious punishment that you'd probably see at a wrestling pay-per-view. Exclusive to the N64 was the play creator, which could be saved and then loaded into the Blitz '99 arcade machines. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 9, and a 9 (Out of 10). Released 09/09/98. #NUS-NBZE-USA.
- ❑ NFL Blitz 2000** **Midway** **\$5/R4**
Developed by Midway. Gray cart. Rated E. Blitz 2K brings the fast and hard-hitting arcade pigskin game back with a good number of improvements and additions. Wind is now a factor, so passes and kicks will be affected. There's also 4 player simultaneous play (as opposed to last year's 2), audibles, customized plays and playbooks, "Blitz passing" (which assigns buttons to each of your receivers), a smarter defensive AI and an updated 1999 roster with the Titans and Browns. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7.5 (Out of 10). Released 08/17/99. #NUS-NBIE-USA.
- ❑ NFL Blitz 2001** **Midway** **\$8/R5**
Developed by Midway. Gray cart. Rated E. In 2001 the over-the-top football game returned to the N64 with expansion pak capability for better and smoother graphics (though it's hard to notice any improvement), three "party games" ("First and Goal Frenzy", "Goal Line Stand" and "QB Challenge" to put your offense, defense and pass making abilities respectively to the test) and the usual updated roster. Sports/Football. Released 09/12/00. #NUS-NFBE-USA.
- ❑ NFL Blitz Special Edition** **Midway** **\$21/R5**
Developed by Midway. Gray cart. Rated E. Rental only. In an obvious effort to boost rental traffic, Midway and Blockbuster released an exclusive version of NFL Blitz. Basically the game looks and plays like Blitz 2001 but with a roster that was updated for the 2001-02 season. Sports/Football. Released 11/28/2001 0:00. #NUS-NSZE-USA.
- ❑ NFL Quarterback Club 2000** **Acclaim** **\$2/R2**
Developed by Iguana Entertainment. Gray cart. Rated E. QB Club 2000 has some things that were good ideas but the game couldn't really convey them. The graphics look better than ever but the missing frames of animation and frame rate drops cause the game to run choppy and some of the features, like having to hit a button to catch a passed football, becomes more difficult than it should be. There is a detail adjust feature, but why should a console game have this? They also implemented a new "pin-point passing system" that is more complex than last year's analog passing (adjust for power, accuracy, etc.). Sports/Football. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 3, 3, 2, and a 2 (Out of 10). Released 08/26/99. #NUS-NQBE-USA.
- ❑ NFL Quarterback Club 2001** **Acclaim** **\$4/R3**
Developed by High Voltage Software. Red cart. Rated E. The fourth game in the series now has football new-comer High Voltage Software at the development controls. They really didn't make too many improvement over QB Club '00. The frame rate improved but only after they scaled back the detail reducing fields and stadiums to a blurred mess. The only real additions are a "shoulder charge" move, analog controlled menu selection (rather than using the D-Pad), and a more simplified passing scheme where your receivers will have icons that show who they are. Sports/Football. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 2.5 (Out of 10). Released 08/23/00. #NUS-NQCE-USA.

USA.

□ NFL Quarterback Club '98 Acclaim \$1/R1

Developed by Iguana Entertainment. Gray cart. Rated KA. Was one of the first games to use the high-res mode and the first N64 football game to feature a full NFL license (while its competitor, Madden 64, did not.) Graphically it was gorgeous for its time thanks to the high-res mode it used. Beyond the prettiness wrapping we get a lot of play modes (season, tournament, preseason or playoffs), a historic scenario mode that allows you to play specific important moments in NFL history and an instant replay mode. Besides the graphical and license difference between QB Club and Madden is that this game plays a bit slower than Madden. The AI also isn't as sharp, but for its time it knocked the socks off a lot of armchair quarterbacks. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5, 7.5, and a 7 (Out of 10). Released 10/24/98. #NUS-NQ8E-USA.

□ NFL Quarterback Club '99 Acclaim \$2/R2

Developed by Iguana Entertainment. Gray cart. Rated E. After a fairly successful run with QB Club '98, Acclaim and Iguana went back to the drawing board and put together another hum-dinger of a football game. The game's 3D "engine" has been totally rebuilt and plays a lot better than its predecessor. The graphics have also been majorly overhauled with more detailed (and less blocky) players, environmental effects (like footprints) and loads of new animations and the game supports the 4MB RAM expansion. They've also implemented a new "analog passing" system that allows you to under/overthrow your pass. The classic simulations have returned with the number of scenarios increased to include situations from all 32 Super Bowls. The AI is improved but is for some reason more open to some "money plays" than last year. Sports/Football. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8 (Out of 10). Released 11/10/98. #NUS-NQ9E-USA.

□ NHL '99 Electronic Arts \$4/R2

Developed by MBL Research. Gray cart. Rated E. EA's hockey franchise finally landed onto the N64. EA brings to the rink the full NHL and NHLPA licenses (includes all teams and players including the Predators expansion team), four-player simultaneous play, "medium-res" graphics, color commentary and season stats tracking that includes trades. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8 (Out of 10). Released 10/01/98. #NUS-N9HE-USA.

□ NHL Blades of Steel 2000 Konami \$0/R0

Developed by Konami USA, Ltd.. Gray cart. Rated KA. The venerable Blades of Steel brand has returned to a Nintendo system. It has all the standard options a game should have: current rosters, three game modes (exhibition, season and playoffs), four player simultaneous, all 27 NHL teams and a create-a-player mode. Gone is the arcade like play Blades of Steel was known for. This game tries to be more of a simulation. Unfortunately the slow gameplay, muddy controls, and issues with characters getting stuck in background areas (like the corners of the ice). Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 4.5, and a 3.5 (Out of 10). Released 04/05/99.

□ NHL Blades of Steel '99 Konami \$4/R4

Developed by Konami USA, Ltd.. Gray cart. Rated KA. The venerable Blades of Steel brand has returned to a Nintendo system. It has all the standard options a game should have: current rosters, three game modes (exhibition, season and playoffs), four player simultaneous, all 27 NHL teams and a create-a-player mode. Gone is the arcade like play Blades of Steel was known for. This game tries to be more of a simulation. Unfortunately the slow gameplay, muddy controls, and issues with characters getting stuck in background areas (like the corners of the ice). Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 4.5, and a 3.5 (Out of 10). Released 04/05/99.

□ NHL Breakaway '98 Acclaim \$2/R2

Developed by Iguana West. Gray cart. Rated KA. An original

hockey release by Acclaim, Breakaway includes all the options a hockey fan could want: all 26 NHL teams, season and playoff stat tracking, create-a-player, multiplayer trades, five modes of play (exhibition, season, playoffs, practice and shoot-out) and four player simultaneous play. Not the best looking or controlled hockey fest but it ain't bad either. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7, and a 6.5 (Out of 10). Released 02/26/98. #NUS-NHLE-USA.

□ NHL Breakaway '99 Acclaim \$5/R4

Developed by Iguana West. Gray cart. Rated E. This is literally the same game as the year before. No graphics updates, no game play fixes-it's Breakaway '98 with '99' on it along with an updated roster. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4, 4, and a 4 (Out of 10). Released 11/27/98. #NUS-NH9E-USA.

□ Nightmare Creatures Activision \$5/R3

Developed by Kalisto Entertainment. Gray cart. Rated M. A port of the PlayStation game and Activision's first title for the N64, N.C. puts you in control of either Father Ignatius Blackwood or Nadia F. as they try and bring peace back to 1834 London as an evil scientist unleashes a force that changes the people into demonic horrors. Fight your way through sixteen old English gothic levels in a 3D third person view with staff or sword in hand (for the good Father and Nadia respectively, which also can be used in fighter-like combos) along with an array of other weapons to aid in the battle (pistols, explosives and various offensive spells like a freeze or confusion spell). Graphically it's an improvement over the PSX version, which is a plus with a game where you can lop limbs off your opponents. Action/Horror. ADVENTURE. EASTER EGGS: There is a cheat menu in the game that will let you turn on unlimited lives and weapons and play as a monster or start at any stage. Choose "Enter Password" from the main menu and enter the code Left, Up, CDown, CLeft, CRight, CUp, CLeft, Down. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 4, and a 3 (Out of 10). Released 11/30/98. #NUS-NNCE-USA.

□ Nuclear Strike 64 THQ \$15/R5

Developed by Pacific Coast Power and Light. Black cart. Rated E. Based on the EA Strike series back on the SNES and Genesis. Take the stick of one of 15 vehicles from Apache helicopters to hovercraft as your Strike Team must stop the plans of an ex CIA operative who happened to acquire a nuclear device. The game play is mission based which takes you through five levels with about twelve scenarios total. The action takes place in the third person with the camera solidly locked behind your vehicle and the world about you rotating as you move across the landscape as you unload on targets with your bullets, missiles, depth charges or whatever weapons are given with each mission. Shooter/Scrolling Isometric. Supports the N64 Expansion Pak. Released 12/02/99. #NUS-NCEE-USA.

□ Off-Road Challenge Midway \$12/R3

Developed by Avalanche. Gray cart. Rated E. Based on the arcade game of the same name, this state title that is more Cruisin' USA than an off road race. Basically choose from eight monster trucks or buggies and have at it with about six tracks like the Mohave or Vegas. With blurry graphics, pop up and choppy speeds it's an obvious attempt at a "quick buck". Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5, 4, and a 3 (Out of 10). Released 06/30/98. #NUS-NOFE-USA.

□ Ogre Battle 64: Person of Attilus \$22/R5 + Lordly Caliber

Developed by Quest (Japan). Gray cart. Rated T. Finally another entry in the minuscule library that is the N64 RPG collection. This goes more of a tactical route, however, with many groups of warriors instead of the solitary party. In something reminiscent of a real time strategy game you can move your parties to flank

opponents and battle then takes place. The one interesting approach this game takes is that the player's control is rather limited in adventuring or combat. In a battle you can enter in "interrupt commands" to do only specific things like "attack leader" or "retreat". When you get to a destination on the world map, there is no wandering. Any dialog is automatically displayed as a storytelling mechanism. Real interaction comes into play when you create and modify your ever growing and maturing group of warriors and by planning your units wisely you can create some good combinations of fighter and magic users to create powerful combo attacks. May not use cutting edge polygons (it's mostly if not all sprite based) but it's definitely one of the deeper games for the N64. Role-Playing/Turn-Based/Battle-Centric. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, and a 7.5 (Out of 10). Released 10/05/00. #NUS-NOBE-USA.

- Q Olympic Hockey Nagano '98 Midway \$5/R4**
Developed by Atari Games. Gray cart. Rated KA. This is just a sad attempt at getting the game's hard earned dollar. This game is, save for the roster which has world hockey teams and the change of uniforms, is EXACTLY the same as Wayne Gretzky Hockey '98. Right down to the cheat codes. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5, 5, and a 3 (Out of 10). Released 02/23/98. #NUS-NHNE-USA.

- Q Paper Mario Nintendo \$26/R3 +**
Developed by Intelligent Systems. Gray cart. Rated E. Nintendo decides to put the ol' plumber back into an RPG situation (the original was on the SNES) and once again the choice was a good one. Mario must once again go after Bowser who has captured the Princess and also made off with a powerful artifact called the Star Rod, which makes the overgrown turtle invincible. So Mario must find the seven Star Spirits which have the combined power to defeat Bowser and the Rod. The most unique thing about this game is not that it's a platformer/RPG hybrid, which allows Mario to run, jump on objects and has turn based battles (using menus to select attacks and commands) that the player can interact with at certain times to help Mario and his party out. The most unique thing is that every character is a piece of paper. When you turn, the paper flips over like, well, paper. A very neat artistic approach with a great RPG the N64 crowd was craving for. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, and a 9 (Out of 10). Released 02/05/01. #NUS-NMQE-USA.

- Q Paperboy Midway \$12/R4**
Developed by High Voltage Software. Based on the 1984 Atari Games coin-op. Gray cart. Rated E. The classic Paperboy has been brought to the realm of three dimensions thanks to High Voltage and Midway. Control your intrepid paper delivery person and deliver papers, smash objects (this time there is no penalty, unlike the original arcade game) and collect coins to help create new subscribers which opens up the next level. For some strange and probably artistic reason the game has "retro" looking 3D objects (like angular wheels on vehicles or cube shaped houses) that harken back to the Atari Jaguar or early PC polygonal games. However the game is well balanced and is a lot of fun to play as you furiously try and toss papers to your customers with the clock quickly ticking away. Shooter/360 Degrees. EASTER EGGS: For unlimited health, from the "secret codes" screen, enter "INVINC". Released 11/01/99. #NUS-NYPE-USA.

- Q Penny Racers T+HQ \$8/R3**
Developed by Takara. Gray cart. Rated E. Take your choice of one of thirteen super deformed mini cars (like a Porsche 911, VW Beetle, a garbage truck, etc.), adjust it to your liking (you can adjust the armor, brakes, steering, suspension, engine and tires) and burn rubber on nine different tracks. You can race in Time Trial, Versus (up to four players) and Race Series. Race Series allows you to race for new parts for your car (there's about 100 of them) and

in multiplayer you can steal parts from your opponents. You can even build your own courses. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 6.5, and a 6.5 (Out of 10). Released 02/10/99. #NUS-NCRE-USA.

- Q Perfect Dark Nintendo \$4/R1 +**
Developed by Rare. Gray cart. Rated M. Take Goldeneye, take out Bond, add in some AI enhancements, a more elaborate multiplayer mode with bots, better graphics, surround sound, a futuristic setting involving alien conspiracies and high tech weaponry, splashes of blood that clings to walls, character voices and a 4MB Expansion Pak requirement. Shake, stir and then you have Perfect Dark. Truly an evolution to the 007 game that set the bar for original console FPS's. In multiplayer, which allows for four player deathmatch or team play, you can set up a number of bots to play against and as a bonus you get to play on three levels from Goldeneye (along with using some of the weapons). Shooter/First-Person Shooter. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, and a 9.5 (Out of 10). Released 05/22/00. #NUS-NPDE-USA.

- Q PGA European Tour Golf Infogrames \$19/R4**
Developed by Infogrames Sheffield House. Gray cart. Rated E. Head off to the greens in this new golf title. It's got the full European PGA license, four authentic courses (Quinta do Lago, Druids Glen, Kungsängen and The K Club in Ireland), five play modes (Tour, Stroke play, Match play, Skins and Practice), four player turn based play, and a tilt toward more realism. What it doesn't give are decent graphics which really hamper enjoyment of the game along with it being TOO close to being real as the play is real slow and rather boring. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 3, 1.5, and a 1 (Out of 10). Released 06/15/00.

- Q Pilotwings 64 Nintendo \$7/R3**
Developed by Paradigm Simulations. Gray cart. Rated KA. The other release title for the N64, Pilotwings 64 does a great job showing off what the new console could do. The object is to perform aerial stunt like missions like flying through rings or landing safely on targets and the difficulty gradually ramps up as your skills improve. Fighter jocks need not apply. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8.5, and a 8 (Out of 10). Released 09/26/96. #NUS-NPWE-USA.

- Q Pokémon Puzzle League Nintendo \$7/R3**
Developed by NST/Intelligent Systems. Gray cart. Rated E. It's Tetris Attack in Pokémon clothing. Select from six modes of play (One-player Stadium, Two-player Stadium, Marathon, Time Zone, Spa Service, and Puzzle University) and select a Pokémon to help you against AI or human opponents (they drop character themed "garbage" on opponent's puzzle stacks to hinder their advancement). Other than the Pokémon theme, it's just Tetris Attack. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, and a 9 (Out of 10). Released 09/25/00. #NUS-NPNE-USA.

- Q Pokémon Snap Nintendo \$6/R1**
Developed by HAL Laboratory. Gray cart. Rated E. Ever wanted to go on a safari to take pictures of Pokémon in their natural habitat? Of course you do! In Pokémon Snap, you take a ride on a trolley type railed vehicle (called Zero-One) through the 3D environment that is Pokémon Island trying to take great pictures of Pokémon. However it's not so simple as you need to get some creatures' attention in order to take the shot by using items picked up along the way, food or "pester balls" (which spits out a stinky gas). The game goes through seven levels and some you may have to revisit later as you build points to acquire certain items required to get Pokémon to pose for you in earlier levels. After you were done snapping shots, you could take your memory pak to a participating

Blockbuster video store and load up your pictures into one of the Snap kiosks where you could print your award winning photos.
Shooter/Target Shooting "Gun Games". PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and a 8 (Out of 10). Released 07/26/99. #NUS-NPFE-USA.

- Pokémon Stadium Nintendo \$9/R1**
Developed by Nintendo/HAL Laboratory. Gray cart. Rated E. This game was at one time a pack-in game with the N64 console. We want to say this was the precursor to the connectivity ability Nintendo toots with the Game Boy Advance and GameCube. Stadium isn't really much of a game itself as it is an add on to the Pokémon Game Boy series. The package came with the game and a Transfer Pak, which allows you to plug in your Pokémon Game Boy games and transfer your characters into a 3D world. Then you could train, battle with computer or human opponents, organize and store your monsters, get more detailed information on your Pokémon and play Pokémon Red, Blue or Yellow on your TV through the Transfer Paks. If you aren't into Pokémon this game won't do anything for you. Role-Playing/Turn-Based/Battle-Centric.
PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6.5, and a 5.5 (Out of 10). Released 03/06/00. #NUS-NPOE-USA.
- Pokémon Stadium 2 Nintendo \$20/R3 +**
Developed by Nintendo/HAL Laboratory. Gold/Silver cart. Rated E. Stadium 2 is almost like a sports game sequel. It plays pretty much the same, has a larger roster (251 Pokémon), has expanded capability (you can now play the Pokémon Blue/Red, Yellow, Gold/Silver games via the Transfer Pak, not included), more battles to fight in, more Pokémon to sift through and improved graphics to see your Pokémon in full 3D glory. If you are into Pokémon, this is a fan's dream. Role-Playing/Turn-Based/Battle-Centric.
PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, and a 5 (Out of 10). Released 03/26/01. #NUS-NP3E-USA.
- Polaris SnoCross 2001 Vatical \$15/R4**
Developed by Vicarious Visions. Gray cart. Rated E. Who'd have thought: the first (and only) snowmobile racer for the N64. We've had kart racers, jet ski racers, fast flying hovering ship racers, motorcycle racers, why not snowmobile? Choose your Polaris licensed snow rider and take to the powder with a choice of twelve different tracks (three available at game start, the others are unlocked) and three different modes of play: single event, instant action or tournament. By winning races (which can be hard thanks to sluggish control) you can unlock the remaining courses and a two player race mode. And graphical, 1080 Snowboarding looks better and its two years older. Racing/Miscellaneous Racing. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 4 (Out of 10). Released 12/27/00. #NUS-NPXE-USA.
- Power Puff Girls, The: Chemical X-Traction bam! \$10/R4**
Action/3D Adventure. Released 10/31/01.
- Power Rangers Lightspeed Rescue T*HQ \$14/R3**
Developed by Mass Media. Black cart. Rated E. Save your fellow Power Rangers while cleaning up some toxic spills to save the Earth from evil. The game is a hodge podge of different modes. One is a Gauntlet Legends-esque approach where you have to blast through mindless bad guys, an isometric viewed "clean the toxic spill" or "put out a flaming car" road scene where you do just what we described. Then there's the first person Zord level where you control a giant robot and fight bad guys (not that fun) and then there's a vehicle level where you fly about collecting boxes. That's it. That's all there is to it. As painful as the TV show. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 2 (Out of 10). Released 09/28/00. #NUS-NPUE-USA.

- Quake Midway \$5/R3**
Developed by Midway. Gray cart. Rated M. The PC game arrives on the 64 bit platform. Blast your way through 25 single player levels or seven two-player deathmatch levels. Other than some graphical changes (like no real time lighting) and the obvious lack of network gaming it's pretty much the classic FPS Doom killer Quake. Shooter/First-Person Shooter. EASTER EGGS: The "debut" option is your key to God mode. Choose "Load" from the main menu; if you have a controller pak with Quake saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 7.5, and a 7.5 (Out of 10). Released 03/24/98. #NUS-NQKE-USA.
- Quake II Activision \$7/R4**
Developed by Raster Productions. Gray cart. Rated M. Unlike the original Quake, number two is not a direct port of the PC frag-fest. It's been designed specifically for the N64 with original levels, 4MB Expansion Pak support, 4 player deathmatches (with ten unique levels along with standard deathmatch, Frag-Team, Flag Wars and Death Tag modes), smooth detailed graphics and fast gameplay. Shooter/First-Person Shooter. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8, and a 8 (Out of 10). Released 06/30/99. #NUS-NQ2E-USA.
- Quest 64 T*HQ \$10/R3 -**
Developed by Imagineer. Gray cart. Rated E. The first RPG to grace the N64 arrived in 1998 and it came in the form of Quest 64. You play as Brian, a young adventurous boy who can manipulate the natural elements and must save the land from darkness by defeating the evil Master Wizard. The game is played in a 3D third person perspective with Brian wandering about the countryside talking to people in towns and fighting monsters in real time battles. You can access a lot of spells by using the C buttons and can even mix spells for different effects. However the adventure is rather easy and the RPG elements are on the "light" side. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 4.5, 4, 3.5, and a 3 (Out of 10). Released 06/11/98. #NUS-NETE-USA.
- Rally Challenge 2000 SouthPeak \$6/R3**
Developed by Genki/Xicat Interactive. Black cart. Rated E. The sequel to Multi Racing Championship, Rally 2000 drives into the already crowded racing library with nine courses, four player multiplayer mode, four modes of play (Championship, Arcade, Versus and Practice), official licensed cars and sponsors, weather effects and damage that will affect how your car handles. The best part of the game is the ability to tweak your car to whatever type of track or weather condition the game will throw at you. The rest of the game, from graphics to play, are about as average as you can get. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5 (Out of 10). Released 06/22/00. #NUS-NWQE-USA.
- Rampage 2: Universal Tour Midway \$10/R3**
Developed by Avalanche. Gray cart. Rated T. Choose from seven monsters (the three originals George the ape, Lizzy the Lizard and Ralph the Wolf along with a lobster, rat, alien and rhino) and then smash your way through a total of 125 levels based on real locales. If you've played Rampage World Tour, consider this the "Special Edition" as it pretty much plays the same. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4.5, and a 1 (Out of 10). #NUS-N2PE-USA.
- Rampage World Tour Midway \$8/R4**
Developed by Saffire. Based on the 1997 Midway coin-op. Gray

cart. Rated T. Based on the arcade sequel to the famous Rampage, take control of a mutated monster and trash your way from real-name city to real-name city. If you're real good, you might just be able to hop onto a plane (literally) and fly overseas to wreak havoc over there. A blast to play, but a bit on the easy side with unlimited continues and may get a bit boring the longer you play. At least until you land on a city that's close to your home town. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6, and a 3 (Out of 10). Released 03/30/98. #NUS-NRPE-USA.

❑ **Rat Attack!** Mindspace \$10/R4

Developed by Pure. Gray cart. Rated E. This little action puzzler puts you into the fur of one of six feline heroes who call themselves the Scratch Cats. Your mission is to capture and kill the rats in each level before they destroy all the objects on the game board by using traps and then carrying the rats to an "eraticator" to be destroyed. As you progress, the rats get more crafty and will start to enlist the help of dogs to try to slow you down. Incidentally, this game was first announced in January of 1998 and didn't come out until September of 2000. Uch. Puzzle/Action. Released 09/12/00.

❑ **Rayman 2: The Great Escape** Ubi Soft \$8/R3

Developed by Ubisoft. Green cart. Rated E. The little limbless critter is back and now has joined the ranks of other platforming heroes in the world of 3D. Guide Rayman through 45 different levels as you try and stop the Robo Pirates and free your enslaved world. Rayman has a full arsenal of moves like shooting little balls of energy, swimming, strafing, jumping, climbing, swinging...the list goes on. The animation is smooth, the characters colorful and the pace fast. The environmental puzzles are also a nice refreshing twist to just plodding through a level collecting X number of what-is to get some doodad at the end. A title that does deserve to be mentioned alongside Banjo and Kazooie or Conker. Action/Platform/3D. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9 (Out of 10). Released 11/08/99. #NUS-NY2E-USA.

❑ **Razor Freestyle Scooter** Crave \$8/R5

Developed by Crave Entertainment. Gray cart. Rated E. Rental only. This game is another entry into the "extreme" sports genre. It uses a mix of elements from games like Tony Hawk Pro Skater but replaces the board with the Razor brand scooter that became the rage at this time. Sports/Extreme Games.

❑ **Ready 2 Rumble Boxing** Midway \$5/R3

Developed by Midway/Point of View. Gray cart. Rated T. A cartoony fighter that puts you in the gloves of one of thirteen characters (with more awaiting to be unlocked) and allows you to get pummeled in Arcade mode (where you can also box against a human opponent) or Championship mode. The boxing is fast and furious with a combo style system that's reminiscent of classic fighting games like Street Fighter. Sports/Boxing. PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released 11/10/99. #NUS-NRDE-USA.

❑ **Ready 2 Rumble Boxing: Round 2** Midway \$10/R3

Developed by Midway. Gray cart. Rated T. Ready 2 Rumble returns to the venerable N64 with the same arcade style action but with a few changes. You get Arcade and Championship modes but new are the Tournament (where you fight against eight other opponents in an eight bracket tourney) and Team Battle (in which two players choose a team of boxers and then duke it out until on player's team is eliminated). There are also new combos, new moves, three levels of power ups called "rumble flurries" that lead to a hit that will knock an opponent out of the ring and there are hidden characters based on famous (or infamous) people (like a character based on Bill Clinton). Sports/Boxing. Released 11/15/00. #NUS-N22E-USA.

❑ **Resident Evil 2** Capcom \$10/R3

Developed by Capcom Production Studio 3. Co-developed with Angel Studios. Gray cart. Rated M. How did they stuff a CD game into a cartridge? While its a port of the popular PlayStation game (right down to the FMV sequences), RE 2 for the N64 scales up some new features and improvements like better graphics, surround sound, new unlockable costumes, a scrapbook that allows the player to view information on the entire RE series, 4MB Expansion Pak capability for high-res graphics and a randomizer that shuffles items around after the game's been played through. And the critics said it couldn't be done. Hah! Action/Survival Horror. EASTER EGGS: The bad guys aren't so scary when you're impervious to harm. From the main menu, select "Load Game," then enter Down, Down, Down, Down, Left, Left, Left, Left, L, R, L, R, CUp, CDown. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 7.5 (Out of 10). Released 11/16/99. #NUS-NREE-USA-1.

❑ **Re-Volt** Acclaim \$6/R4

Developed by Acclaim Studios London. Gray cart. Rated E. Here's yet another entry into the N64's ever increasing library of racing games but this time with a twist: you take control of one of twenty eight cars (some have to be won in order to use) and then race them in normal sized environments like city streets or a grocery store. Fourteen varying tracks are there for your racing pleasure along with 4 player racing and battle modes, a track editor, and the 4MB Expansion Pak support. Racing/Miscellaneous Racing. Supports the N64 Expansion Pak. EASTER EGGS: Let's unlock everything. At any time during a game, press B, A, Z, Z, B, L, A, CUp. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 4.5 (Out of 10). Released 08/19/99. #NUS-NRVE-USA.

❑ **Ridge Racer 64** Nintendo \$7/R4

Developed by NST/Namco. Gray cart. Rated E. The popular racing franchise finally pulls into the N64 garage and brings with it "nine" tracks (actually three tracks with three variations on each), twenty five cars, two and four player simultaneous play, four gameplay modes and a neat powerslide system that's easy to learn but tough to master. The graphics look great and the game itself conveys an awesome sense of speed that really makes the game. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 7.5 (Out of 10). Released 02/14/00. #NUS-NRZE-USA.

❑ **Road Rash 64** T*HQ \$12/R4

Developed by Pacific Coast Power and Light. Black cart. Rated T. Ahh, Road Rash. The series that started on the Genesis has been on different consoles through the years and now finally takes the plunge into 3D. The game is simple: complete a race and all the while you punch, kick, bash (with a weapon), zap (with a taser) and spray (with mace) your opponents while avoiding crashing into traffic or obstacles. And in this version you can take on three of your buddies. Racing/Combat/Demolition. Supports the N64 Expansion Pak. EASTER EGGS: To unlock all levels and fast bikes, go to the main menu and press CUp, CLeft, CLeft, CRight, L, R, CDown, Z. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 4.5, 4.5, and a 2.5 (Out of 10). Released 09/22/99. #NUS-NROE-USA.

❑ **Roadsters** Titus \$7/R4

Developed by Titus. Gray cart. Rated E. Another twist to the N64 racing library: get behind the wheel of an expensive fully licensed (as in brand like Toyota or Ford) luxury convertible and then race it against others. The game itself walks a tight line between a simulation and an arcade racer and walks it very well. Graphics are done really well in medium res and has little extra touches like headlights and driver movement. Racing/Street Racing. EASTER EGGS: To unlock everything, go to the Driver Select screen, press Z to rename your character to "Gimme ALL". PERIODICALS: Electronic

Gaming Monthly gave this game a 4.5, 4.5, 3.5, and a 3 (Out of 10). Released 12/18/99. #NUS-NRRE-USA.

Robotron 64 **Crave** **\$5/R4**

Developed by Player One. Gray cart. Rated T. A polygonal remake of the classic arcade game. Using two controllers you control your character about the playfield with one while shooting in any direction with the other. Graphically Robotron 64 isn't the prettiest, but the gameplay is rock solid. Supposed to be a "complete" version over the Robotron game that was released on the PlayStation by the same company. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7 (Out of 10). Released 01/06/98. #NUS-NRRE-USA.

Rocket: Robot on Wheels **Ubi Soft** **\$9/R3 +**

Developed by Sucker Punch. Red cart. Rated E. An amusement park is taken over by a maniacal park mascot named Jojo the raccoon and the only one who can stop him is a maintenance robot which you control. Move about the different levels collecting tickets and tokens that open up more levels and opens up new abilities respectively. The game's physics is very impressive as many of the objects sizes, weights, shapes and such have to be taken into consideration when trying to complete the intricate puzzles. A very unique and innovative platformer. Action/Platform/3D. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 6.5, and a 6 (Out of 10). Released 11/17/99. #NUS-NSUE-USA.

Rugrats in Paris: The Movie **T*HQ** **\$7/R3**

Developed by Avalanche. Black cart. Rated E. Based on the movie of the same name, Rugrats is basically a game of theme-park style mini games where you play to win enough tickets to win a Raptor control helmet. You can also collect tickets by meandering about the park as you make your way to each mini game. Games like bumper cars, baseball toss, Skee-ball, mini golf and "Whack a Ninja" (as opposed to "whack a mole"). Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (Out of 10). Released 11/12/00. #NUS-NRKE-USA.

Rugrats: Scavenger Hunt **T*HQ** **\$12/R3 -**

Developed by Realtime Associates. Gray cart. Rated E. Mario Party definitely started a trend and this title does a double whammy: copy a popular title AND base it on a popular license. Scavenger Hunt is basically a virtual board game where all the action takes place with the spin of the spinner. You collect cookies and try to find special objects related to the game board you are playing on. And that's it. It can be played with up to four players if you want to make enemies. Traditional/Board Game. Released 06/29/99. #NUS-NRGE-USA.

Rush 2: Extreme Racing USA **Midway** **\$12/R3**

Developed by Atari Games. Gray cart. Rated E. The quasi-sequel to San Francisco Rush, Rush 2 sped onto the scene with ten new tracks (not including hidden tracks) including Alcatraz, mirrored and backward courses, the ability to customize vehicles (change acceleration, top speed, etc.), a stunt track to drive loose on, a points system to reward players for completed stunts and air time and twenty one new cars (five of which are hidden) to play with. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 6.5, and a 4.5 (Out of 10). Released 11/10/98. #NUS-NR2E-USA.

S.C.A.R.S **Ubi Soft** **\$5/R4**

Developed by Vivid Image. Gray cart. Rated E. In the year 3000 racing and race vehicles have gone through a massive change. The vehicles are animal based (yep, you read right) and take part of the Super Computer Animal Racing Simulation. There are ten different tracks to race on that include alternate routes to mix things up, nine vehicles to choose from (like a Rhino Roadster), 4 player split screen play, different play modes like head-to-head,

cup, ghost and special challenge. You also get to make the races more interesting by using power ups like missiles, mines, turbos, magnets and more. Racing/Combat/Demolition. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and a 5 (Out of 10). Released 12/04/98. #NUS-NCSE-USA.

San Francisco Rush **Midway** **\$8/R3**

Developed by Atari Games. Based on the 1996 Atari Games coin-op. Gray cart. Rated KA. A port of the arcade game, Atari Games was able to create a faithful translation to the home screen along with some original additions. The home game got a total of six original tracks, secret cars (unlockable by finding keys strewn about tracks), a practice mode and an 2 player simultaneous mode. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6.5, and a 6.5 (Out of 10). Released 11/08/97. #NUS-NSFE-USA.

San Francisco Rush 2049 **Midway** **\$15/R4**

Developed by Midway Games West. Based on the 1999 Atari Games coin-op. Gray cart. Rated E. This futuristic racer takes the high flying stunts of the past Rush games and cranks it up a notch. Cars are now able to glide which allows for even MORE crazy stunts. Along with that neat feature you get eighteen tracks (six race tracks, four stunt tracks and eight battle match tracks), six game play modes (practice, race, circuit, stunt, battle and time trial), four player "battle match" mode, car customization (paint and body jobs) and a total of 13 different cars. The racing is decent but the wild stunts and ability to do some exploring (by finding routes through driving or flying off of ramps and such) is where it's really at. Racing/Street Racing. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 (Out of 10). Released 09/06/00. #NUS-NRUE-USA.

Scooby Doo: Classic Creep **T*HQ** **\$16/R4**
Capers

Developed by TerraGhly Interactive Studios. Black cart. Rated E. Like, take control of Shaggy and his pal Scooby as you try to solve mysteries based on classic Scooby Doo cartoons. Search your environment for clues as you try to avoid anything that might scare the dippy duo (which will eventually cause you to lose the game if they are scared too much). Your courage is replenished by finding Scooby Snacks in each level or by making a sandwich, which is a mini game in itself as you have to catch the stuff Scooby throws out of the fridge so you can place it on your meal. Action/3D Adventure. Released 11/30/00. #NUS-NSYE-USA.

Shadow Man **Acclaim** **\$4/R2**

Developed by Acclaim Studios Teeside. Gray cart. Rated M. You become Michael LeRoI, a man who was kidnapped by a voodoo priestess and had a powerful artifact, the Mask of Shadows, embedded into your chest in order to make you the priestess's powerful servant. The Mask also gives LeRoI the power to transform into Shadow Man, a grim reaper of sorts in an alternate world known as Deadside. This 3rd person action adventure will take you to the "living world" and Deadside gathering Dark Souls to unlock more areas, completing a variety of puzzles and obtaining new abilities by collecting fire gods to get to parts unattainable earlier in the game. And there be lots o' shootin' involved as well. A decent comic book to video game translation. Action/3D Adventure. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7 (Out of 10). Released 08/24/99. #NUS-NSDE-USA.

Shadowgate 64: Trials of the Vatican **\$13/R3 +**
Four Towers

Developed by Infinite Ventures. Gray cart. Rated E. An adventure game in the classic sense, you are locked in a castle and in order to escape you must travel through it solving puzzles and whatever mysteries you unearth in your exploration. Like its predecessor on the NES, Shadowgate 64 employs some pretty odd there puzzles.

It's practically guaranteed to get you to scratch a patch of hair out trying to figure out some of the obstacles. Role-Playing/First-Person RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5, 4, and a 4 (Out of 10). Released 06/09/99. #NUS-NDGE-USA.

- ❑ Snowboard Kids** **Atlus** **\$13/R3**
Developed by Racdym. Gray cart. Rated KA. Think Mario Kart on snow boards. Choose from six (including a hidden character) super deformed cute boarders and carve up nine different tracks. You can try to hinder your competition by using various weapons like frying pans, ghosts which slow down the lead boarder, etc. You can also build points by doing stunts but this game is primarily a racer. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and a 8 (Out of 10). Released 03/15/98. #NUS-NSKE-USA.
- ❑ Snowboard Kids 2** **Atlus** **\$15/R3**
Developed by Racdym. Gray cart. Rated E. The cute boarders are back and this time they brought more game to the slopes. You get to carve up multiple terrains (like being underwater or in space), more power ups, new types of courses (speed, trick and shoot), eighteen different boards to choose from, four new characters and five outfits to customize your boarder. This is all well and good but the graphics and play engines are basically the same as the original. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and a 7 (Out of 10). Released 03/02/99. #NUS-NK2E-USA.
- ❑ South Park** **Acclaim** **\$6/R1**
Developed by Iguana Entertainment. Gray cart. Rated M. When a TV show becomes popular, someone practically demands that it branch out to other outlets. So here we have an FPS with the South Park license. The goal is to go through various parts of South Park blasting enemies (like turkeys, clones and aliens) until you can get to the next part of the mission and then repeat. It does include multiplayer deathmatches but if you go above two players it starts to slow down and get really choppy. According to sources this game was pumped out in like six months. Shooter/First-Person Shooter. Supports the N64 Expansion Pak. EASTER EGGS: The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more. Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7, and a 6.5 (Out of 10). Released 12/12/98. #NUS-NDTE-USA.
- ❑ South Park Rally** **Acclaim** **\$9/R2**
Developed by Tantalus. Gray cart. Rated M. Someone must have seen Mario Kart and heard a voice that said "if you clone it, they will come" along with another that said "if you use the South Park license, they will buy". It's a typical kart racer with weapons, different tracks with different terrains only now it's got the SP characters and the voice overs to go with them. However the game doesn't play all that well and becomes another shining example to publishers using the license to sell the game and not decent gameplay. Racing/Kart Racing. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 3, 3, and a 2 (Out of 10). Released 03/01/00. #NUS-NPRE-USA.
- ❑ South Park: Chef's Luv Shack** **Acclaim** **\$5/R2**
Developed by Acclaim Studios Austin. Gray cart. Rated M. Got three friends who like South Park? Then give this game a whirl. It's basically a party game, hosted by Chef, where you compete against others in a trivia game and about twenty South Park themed knockoffs of classic games like Asteroids (called Asses in Space) or Donkey Kong (called Bad Kitty). Miscellaneous/Mini-Games. Released 12/10/99. #NUS-NCYE-USA.
- ❑ Space Invaders** **Activision** **\$15/R4**

Developed by Z-Axis. Based on the 1978 Taito coin-op. Original arcade game designed by Toshihiro Nishikado. Gray cart. Rated E. The classic Space Invaders invade the N64 with improved graphics, power ups, a two player co-op mode, boss fights, and 100 levels of play. What more can you say? It's Space Invaders. Shooter/Fixed-Screen. Released 12/14/99. #NUS-NIVE-USA.

- ❑ Space Station Silicon Valley** **Take2 Interact** **\$8/R3 +**
Developed by DMA Design. Gray cart. Rated E. A game of electronic possession. Well, actually it's a game about your rocket crashing into a long lost space station that's inhabited by robotic animals. As Evo, a mobile microchip, you must take possession of "dead" animals and then accomplish a variety of tasks in order to stop the station from colliding with the Earth. Cuteness disguises the sick and twisted nature of this game and smooths over the fact that this game is hard as heck. It's also very original with its approach and style that hasn't really been seen much since its release. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8.5, and a 8 (Out of 10). Released 10/21/98. #NUS-NSVE-USA.
- ❑ Spider-Man** **Activision** **\$15/R3**
Developed by Neversoft/Edge of Reality. Red cart. Rated E. A port of the PlayStation version, Spider-Man came swinging onto the N64 with 30 levels of play, four training modes to get used to playing the wall-crawler, unlockable extras (like comic book covers, different costumes, etc.), and 4MB Expansion Pak support. A fake Spider-Man steals a piece of powerful technology, framing the real web head and thus making him a wanted criminal. Swing into action by beating up thugs and taking on some of the hero's most famous villains like Scorpion or Rhino. Action/3D Adventure. EASTER EGGS: To unlock everything, go to the main menu, select "Special," then select "Cheat." Enter "TRUBLEVR". PERIODICALS: Electronic Gaming Monthly gave this game a 7 (Out of 10). Released 11/21/00. #NUS-NSLE-USA.
- ❑ Star Soldier: Vanishing Earth** **Electro Brain** **\$10/R5**
Developed by Hudson Soft. Gray cart. Rated E. Old school vertical shooting is represented with this 64 bit 3D graphical update to a classic game. Take control of one of three ships as you assault the Zeograd Army. You can play in Normal mode (which is a "story" mode) or Time Attack (where you have to get the highest score possible in a finite amount of time). Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 4.5, and a 4.5 (Out of 10). Released 12/15/98. #NUS-NS6E-USA.
- ❑ Star Wars Episode I: Battle for Naboo** **Nintendo** **\$14/R3**
Developed by Factor 5. Gray cart. Rated T. Star Wars gets one last hurrah and ends in a bang. Using the storyline from the prequels, Battle for Naboo puts you into the cockpits of both starfighters and hover tanks as you fight to save Naboo from the clutches of the Trade Federation. Factor 5 really shows off their technical prowess by delivering a solid, fast moving and graphically intense game for the N64. Missions are pretty much "search and destroy", but hey there's nothing wrong with that. Like Rogue Squadron, this game is packed with secrets and unlockables. From the same people who made Rogue Squadron, y'know it's gotta be good. Simulation/Space Combat. EASTER EGGS: To unlock all of the game's stages, go to the Passcode menu that's accessible from the Options screen and enter "LECA5FIVE". PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, and a 6 (Out of 10). Released 12/18/00. #NUS-NNAE-USA.
- ❑ Star Wars Episode I: Racer** **Nintendo** **\$6/R1**
Developed by LucasArts. Gray cart. Rated E. This game was at one time a pack-in game with the N64 console. One of the biggest scenes in Episode 1 was the pod racing where we get to see a young Anakin (aka soon-to-be Darth Vader) take the controls of what's essentially a small floating chariot linked up to starfighter

engines and leaves his cut throat alien opponents in the dust. This game attempts to recreate that excitement. The game does give the sense of speed seen in the film without much of a dip in frame rate even with all the detail LucasArts crammed in. However the game does a lot of handholding and the races are fairly easy to beat. Racing/Miscellaneous Racing. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 9, and a 8.5 (Out of 10). Released 05/19/99. #NUS-NEPE-USA.

- ❑ **Star Wars: Rogue Squadron** LucasArts **\$10/R1 +**
Developed by Factor 5/LucasArts. Gray cart. Rated T. Rogue Squadron is one of those games that made you go out and buy the 4MB Expansion Pak. Based on the book series, you jump into the boots of Luke Skywalker and Wedge Antilles, both pilots of the famous Rogue Squadron. Journey to different locations as seen in the Star Wars movies, control well known ships like the X-Wing or Y-Wing and fly different mission types (search and destroy, recon, rescue or protection). The 4MB Expansion not only allows you to run the game at a higher resolution with better looking graphics but the enemy AI also improves, adding a bit more "realism" and challenge. Simulation/Space Combat. Supports the N64 Expansion Pak. EASTER EGGS: To unlock all stages, enter the password "DEADBACK". PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and a 8 (Out of 10). #NUS-NRSE-USA.

- ❑ **Star Wars: Shadows of the Empire** Nintendo **\$7/R2**
Developed by LucasArts. Gray cart. Rated T. Based on the books of the same name and following the timeline of the movies, the player takes control of Dash Rendar-mercenary and pilot. Tackle several different missions that include piloting ships (like the snowspeeder on Hoth, taking down AT-AT's), a 1st/3rd person adventuring, and blasting enemies using your ships turrets as you fight your way to defeat the evil Prince Xizor. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 7, and a 7 (Out of 10). Released 12/03/96. #NUS-NSWE-USA.

- ❑ **StarCraft 64** Nintendo **\$26/R3**
Developed by Blizzard/Mass Media. Gray cart. Rated T. A port of the PC game, Starcraft 64 puts you in command of one of three races: Terran (that's us), the Protoss and the Zerg. Each race has their own distinctive abilities and style and is balanced to near perfection so not one race has a huge advantage over the other. While the gameplay and content (which also includes the Brood War expansion), the graphics for the units are blurry and sometimes hard to differentiate between one another. Simulation/Real-Time Strategy. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, and a 7.5 (Out of 10). Released 06/13/00. #NUS-NSQE-USA.

- ❑ **StarFox 64** Nintendo **\$7/R1 +**
Developed by Nintendo. Gray cart. Rated KA. Sequel to the SNES hit Star Fox. You control Fox McCloud as he and his team of pilots take on the might of the evil ANDROSS. Most of the levels include both an "on rails" shooting mode followed by a "full range" mode allowing you to fly about the stage in full freedom. Also included is a multi player versus mode and co op mode. Also one of the first games to have the rumble support and the game for a time did include the pack as well. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 9, and a 9 (Out of 10). Released 07/01/97. #NUS-NFKE-USA.

- ❑ **Starshot: Space Circus Fever** Infogrames **\$10/R4**
Developed by Infogrames. Gray cart. Rated E. A platformer with a lot of promise, Starshot puts you in the middle of a rivalry between the Space Circus and the scummy and evil Virtua Circus. Virtua's proprietor, Wolfgang von Ravel, is out to wipe out Space Circus and it's up to Starshot, a performer, to stop him. Take Starshot and

explore the 3D worlds either on foot or by his rocket.

Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 3 (Out of 10). Released 06/24/99. #NUS-NSCE-USA.

- ❑ **Stunt Racer 64** Midway **\$18/R5**
Developed by Boss Game Studios. Gray cart. Rated E. Rental only. This racer is a visual trip. Take control of retro looking cars through neon colored futuristic looking tracks with four player simultaneous play, three modes of play (League, Quick Race and Practice), stunt modes like Half Pipe and Stunt Bowl, twelve tracks and cars and a high res mode with the 4MB Expansion Pak. What's really neat is that this game has a lot of detail and the frame rate is fast and slick. Racing/Miscellaneous Racing. #NUS-NR3E-USA.

- ❑ **Super Bowling** Tommo **\$26/R4**
Developed by Athena. Gray cart. Rated E. Another fantasy based bowling game. You select a character from a list of eight (of different genders and races) and then compete against opponents in competition. Each opponent has their own "turf", which are lanes of different terrain (ice, forest, etc.). Defeat the bowler and move on until you challenge the "master bowler" and beating them opens that lane in other play modes. Also includes modes like challenge, versus and golf (where you have to knock down so many pins to make par or better). Sports/Bowling. Released 01/16/00. #NUS-NBWE-USA.

- ❑ **Super Mario 64** Nintendo **\$10/R1 +**
Developed by Nintendo. Gray cart. Rated KA. Ranked by some gaming periodicals as one of the best games ever made, Super Mario 64 set the bar for all 3D platformers to follow. Thanks to the N64 analog controller, controlling the world's most known plumber was easy and tight. He was given a lot of abilities like climbing trees, an incrementally increasing jump (up to three times), a back flip, the ability to punch and kick, and new powers like the Metal Cap, which turned our hero into a slow moving heavy metallic humanoid tank. We can't say enough about this game, it just did everything right out of the box. Near tick: the Mario Face you see at the start of the game can be manipulated by holding the R trigger and pressing A to bring up a hand. Move the hand over a facial feature and hold A then wiggle the stick to move the feature. As long as you hold the R trigger the changes to Mario's face will stay. When you let go everything will snap back into place. This was originally a tech demo which was put into the game for the heck of it. Like the trend set with the SNES and NES, Mario 64 was a launch title. Action/Platform/3D. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, 9.5, 9.5, and a 9.5 (Out of 10). Released 09/26/96. #NUS-NSME-USA.

- ❑ **Super Smash Bros.** Nintendo **\$20/R1 +**
Developed by HAL Laboratory. Gray cart. Rated E. Ever wondered what it would be like to pit Mario against Pikachu? Well, now's your chance. Simple to pick up, difficult to master, Smash Bros. allows you to select from 12 of your favorite Nintendo characters, select an arena based on popular franchise locations (Mushroom Kingdom, Hyrule, etc.) and then battle it out with your opponents until you knock them off out of the arena. Each character has their own unique set of moves and throughout the game items can be picked up to help deal some pain. The game's major selling point and the reason why people still play it is the four player melee. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8.5, and a 8.5 (Out of 10). Released 04/27/99. #NUS-NALE-USA.

- ❑ **Supercross 2000** Electronic Arts **\$8/R4**
Developed by MBL Research. Red cart. Rated E. A motocross racer that is more sim than its competition, Supercross offers up authentic factory machines (like Kawasaki or Yamaha), twenty five real life supercross and freestyle riders, three modes of play (Season, Career and Freestyle), tracks that wear down the more

you race and high-res graphics thanks to the Expansion Pak.
Racing/Motocross/Cycle. Supports the N64 Expansion Pak.
Released 12/03/99. #NUS-NCOE-USA.

- Superman** **Titus** **\$7/R3** -
Developed by Titus. Gray cart. Rated E. Currently hailed as the worst Superman game of all time and up there as one of the worst games you'd find. This is the only title we know of where a developer incorporates a graphic flaw, in this case background fogging, as part of the story as Titus claimed the mists one sees is "kryptonite fog". Another interesting tidbit is that the game takes place in a virtual world (within the virtual world you play in). Um, why? Bad controls, bad graphics, poor design.... there is hardly anything that redeems this title and it physically hurts to describe it further. It belongs stashed in a Fortress of Suckitude. Action/3D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 2, 1.5, and a 0.5 (Out of 10). Released 05/29/99. #NUS-NSPE-USA.
- Tarzan (Disney's)** **Activision** **\$12/R4**
Developed by Eurocom. Gray cart. Rated E. Based on the Disney movie and is a part of the PlayStation game. Tarzan plays in a style similar to Yoshi's Story or Goemon: 3D graphics in a 2D side-scrolling game. Make your way through 13 levels while watching Tarzan grow from a young child to a man. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (Out of 10). Released 02/14/00. #NUS-NTAE-USA.
- Tetrisphere** **Nintendo** **\$14/R4**
Developed by H2O. Gray cart. Rated KA. It's like Tetris, but on a sphere. No really. Basically you drop pieces over matching shapes on the sphere, which causes them to disappear. The standard game continues until a large enough hole is made for the little robot who's trapped inside the sphere can escape. Oh, and there are at least 300 levels to keep you busy. This game was originally slated to be an Atari Jaguar game in 1995. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8.5, and a 7 (Out of 10). Released 08/11/97. #NUS-NTPE-USA.
- Tigger's Honey Hunt** **NewKidCo** **\$18/R4**
Developed by Doki Denki Studio. Gray cart. Rated E. Pooh wants to throw a party but doesn't have enough honey to properly get the shindig started. Oh bother. Tigger decides to go and get honey for Pooh and that's how the adventure starts. Bounce Tigger through nine levels of play in a style reminiscent of games like Yoshi's Story- 3D graphics in a 2D scrolling manner. Action/Platform/Scrolling Screen. Released 11/01/00. #NUS-NT9E-USA.
- Tom & Jerry: Fists of Fury** **Mattel Interact** **\$20/R4**
Developed by Vis. Gray cart. Rated E. Tom and Jerry are known for their constant fighting so VIS decided to take that concept and run with it. Basically what we have here is a fighting game not unlike Smash Bros. One or two players can select from eight classic characters and beat the snot out of each other in a variety of environments like a kitchen, a cruise ship, a living room and a laboratory. To add to the mayhem level specific items can be used to further inflame pain on your adversary. Action/Platform/Scrolling Screen. Released 11/12/00. #NUS-NTJE-USA.
- Tom Clancy's Rainbow Six** **RedStorm** **\$11/R3**
Developed by Saffire. Black cart. Rated T. A solid port of the PC, Rainbow Six put you into the fatigues of a counter terrorist group. Unlike Quake or other FPS games, this game bends more toward realism. You must plan your teams, your equipment and weaponry and then go in and carry out the mission. The name of the game is stealth as one shot can usually kill you. Dead. It's also team based so you have to make appropriate decisions as to not shoot or get shot by your mates. Also includes a two player co-op. Shooter/First-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 6.5 (Out of 10). Released 11/17/99.

#NUS-NR6E-USA.

- Tonic Trouble** **Ubi Soft** **\$8/R4**
Developed by Ubisoft. Gray cart. Rated E. An average 3D platformer that puts you in control of Ed, a space janitor. One day he accidentally spills the tonic he was drinking on Earth and the liquid transforms its inhabitants into oddball mutations. Ed must now clean the mess he's made so he ventures down to Earth and that's how the adventure begins. Other than the weird story there's nothing that really makes the game stand out as a platformer, especially since it was in developer limbo for three years. Action/Platform/3D. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 6.5, and a 4.5 (Out of 10). Released 09/07/99. #NUS-NTTE-USA.
- Tony Hawk's Pro Skater** **Activision** **\$6/R1**
Developed by Neversoft/Edge of Reality. Blue cart. Rated E. A port to the successful game from the PSX, Pro Skater for the N64 plays pretty much like its brother with only slightly lesser quality graphics and music that was compressed and chopped down to fit onto a cartridge. Select from different pro skaters and tackle different locations like warehouses, schools, malls and such to rack up points (by doing tricks), accomplishing goals (like knocking over barrels) or collecting items that are hovering in the air. The game was fast, intuitive and a lot of fun that started a whole new multiplatform franchise. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and a 7 (Out of 10). Released 03/13/00. #NUS-NTFE-USA.
- Tony Hawk's Pro Skater 2** **Activision** **\$8/R2**
Developed by Edge of Reality. Yellow cart. Rated E. It was hard to say if this game was going to come out but it did. THPS 2 offers everything its disk based brethren has except (of course) for all the songs and any graphical advantages like the new consoles of the time had like the Dreamcast. Improved over the first game number 2 has different locations to shred, more skaters to select, a 3D skate park creator, and more 2 player modes (Horse, Trick Attack and Graffiti). Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, and a 9 (Out of 10). Released 08/15/01.
- Tony Hawk's Pro Skater 3** **Activision** **\$15/R3**
Developed by Edge of Reality. Black cart. Rated E. Talk about your surprise releases. The game was released on new generation machines like PS2 and Xbox in 2001 and here's the same game for the pretty much dead N64. Baffling. Anyway THPS 3 was ported to the N64 in the dead of night and it comes close to the other releases but not quite. Some of the moves have been removed like the more dynamic handplants and grinds along with destructible environments, automobile traffic and pedestrians movement and the more evolved create-a-skater. Sports/Extreme Games. LANDMARK: This was the last game released for the N64 in the US, surprising everyone with it's release months after the Power Puff Girls game. Released 08/20/02.
- Top Gear Hyper-Bike** **Kemco** **\$15/R4**
Developed by Snowblind Studios. Gray cart. Rated E. A decent attempt at making a motorcycle racing game but doesn't quite cut the mustard. Hyper-Bike rides in with realistically animated riders, different types of bikes (dirt, street and special bikes), six tracks of an exotic sort (like Egyptian Ruins) and three modes of play (Championship, Time Attack and Street). The graphics and frame rate tend to slow the game and not make it a smooth experience, which is what a racing game should be. Also known as "Kotobuki System Co. Ltd". Racing/Motocross/Cycle. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6, and a 5 (Out of 10). Released 03/27/00. #NUS-NGBE-USA.
- Top Gear Overdrive** **Kemco** **\$10/R4**
Developed by Snowblind Studios. Gray cart. Rated E. This arcade

racer puts you behind the wheel of "clone" cars (as clones of real life vehicles but without the brand name) and plunges you through six tracks with a Championship and a Vs. mode-both playable up to four players. Each race nets you cash that you can use to upgrade your current car or buy new ones. The single player game is decent but the multiplayer definitely gets things hopping. also known as "Kotobuki System Co. Ltd". Racing/Street Racing. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7.5, 7.5, and a 6.5 (Out of 10). Released 11/23/98. #NUS-NRCE-USA.

Top Gear Rally Kemo \$6/R3

Developed by Boss Games Studio. Gray cart. Rated KA. A fun little rally game that also infuriated you if you didn't take your time to learn how to properly steer. One of the most notable features of this game was that you could custom paint your car (to an extent) and save your creation onto a memory pak. Unfortunately your masterpiece takes up an entire pak. also known as "Kotobuki System Co. Ltd". Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and a 7 (Out of 10). Released 10/01/97. #NUS-NGRE-USA.

Top Gear Rally 2 Kemo \$17/R4

Developed by Saffire. Gray cart. Rated E. Passed onto a new developer, this game was rebuilt from the tires up. There's fifteen different car models (including licensed vehicles), a "driving school" so you can learn how to drive rally style, American Rally Sport license, a random track generator that produces new tracks after the original tracks are beaten, damage that affects performance and car customization. also known as "Kotobuki System Co. Ltd". Racing/Rally/Off-Road. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5.5, 4, and a 3.5 (Out of 10). Released 12/03/99. #NUS-NLZE-USA.

Toy Story 2 (Disney's) Activision \$15/R3 -

Developed by Traveller's Tales. Gray cart. Rated E. Yet another PlayStation port, this one is based on the popular sequel to Toy Story. Climb into the space suit of Buzz Lightyear and travel through "real" environments (only larger for him) to save his pal Woody. The platforming aspect is pretty good but the frame rate really kicks the gameplay in the teeth and the graphics can be an eyesore. Action/Platform/3D. EASTER EGGS: There is a way to select from any level. At the main menu, using the analog joystick press Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. When you start a new game, you'll be able to select any level. Released 11/17/99. #NUS-NTHUE-USA.

Transformers: Beast Wars bam! \$15/R3 - Transmetals

Developed by Takara. Gray cart. Rated T. Rental only. It's kinda like Virtua On but worse. What can be loosely dubbed a "Transformers fighting game", you make your robot selection from a list of eight characters and then go toe to toe by trying to exchange blows or shooting homing projectiles that don't home in. Fighting/Tournament Style. #NUS-NOHE-USA.

Triple Play 2000 Electronic Arts \$4/R3

Developed by Treyarch. Gray cart. Rated E. It's got everything a baseball game should have: the full MLB license, different modes of play (Single game, season, playoffs, home run challenge), the real stadiums and an up-to-date roster. However it just doesn't do anything to go the extra mile to rise itself up from the middle of the pack with the ease of play of an arcade game but the slow speed of a sim along with graphics that don't look up to par with other 1999 offerings. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5, 5, 5, and a 5 (Out of 10). Released 03/22/99. #NUS-N3PE-USA.

Turok 2: Seeds of Evil Acclaim \$4/R1

Developed by Iguana Entertainment. Black cart. Rated M. Turok

returns with a drastic improvement over its predecessor. The game is filled with huge levels to muck about it, has a large selection of weapons to blast or slice enemies with (about 21 in all, which can be selected using an easier menu system) and four player deathmatches. The graphics have been enhanced but that came at a price in some areas as there is slowdown and chop. Shooter/First-Person Shooter. Supports the N64 Expansion Pak. EASTER EGGS: Unlock a bunch of cheats with this easter egg: Choose "Cheats" from the main menu, then enter "BEWAREOBLIVIONISATHAND". PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8.5, and a 8 (Out of 10). Released 12/10/98. #NUS-NT2E-USA.

Turok 3: Shadow of Oblivion Acclaim \$10/R4

Developed by Acclaim Studios Austin. Black cart. Rated M. Once again Turok is tapped to protect the Lost Land from evil. All the usual trimmings are here with the addition of a save anywhere option (as opposed to the save points in past games). The graphics also improved somewhat but everything became more sluggish and not as responsive. Shooter/First-Person Shooter. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, and a 8 (Out of 10). Released 08/31/00. #NUS-NTEK-USA.

Turok: Dinosaur Hunter Acclaim \$5/R1

Developed by Iguana Entertainment. Gray cart. Rated M. A mix between 3D platforming and an FPS, Turok broke ground as a console shooter with its complex backgrounds and bloody gameplay. With a decent variety of weapons and abilities (like jumping and swimming) it became a solid base for the rest of the series to grow from. Shooter/First-Person Shooter. EASTER EGGS: Meet "Super Turok". Choose the "Enter Cheat" option and enter "NTHGTHDGCRTDTRK". PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 5.5 (Out of 10). Released 02/28/97. #NUS-NTUE-USA.

Turok: Rage Wars Acclaim \$5/R2

Developed by Acclaim Studios Austin. Black cart. Rated M. All this game is a multiplayer frag fest based on the Turok franchise. In the meat of the cart four players can battle it out in four different modes of play (Bloodlust, Team Bloodlust, Frag Tag and Capture the Flag), while individuals can enter the Scenario mode and unlock fourteen different characters. There are also a ton of ranks, medals, unlockable skins and such to open along with a whopping 36 multiplayer maps to romp around in. Shooter/First-Person Shooter. Supports the N64 Expansion Pak. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 6.5, and a 6 (Out of 10). Released 11/23/99. #NUS-NRWE-USA.

Twisted Edge Extreme Kemco \$10/R3 Snowboarding

Developed by Boss Game Studios. Gray cart. Rated E. Withheld three months to receive more polish to compete with 1080 Snowboarding, Twisted Edge turned out to be average. The game consisted of seven tracks (each with different paths to get to the finish line), nine boards, twenty boards to ride on, about four gameplay modes (competition, stunt, practice and versus) and two player split screen competition. However it doesn't quite convey the speed snowboarding is known for. also known as "Kotobuki System Co. Ltd". Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5.5, and a 3.5 (Out of 10). Released 11/10/98. #NUS-NSBE-USA.

Vigilante 8 Activision \$8/R3

Developed by Luxoflux. Gray cart. Rated T. A port of the PlayStation vehicle blast-fest, Vigilante 8 comes to the N64 with twelve selectable cars, missions based on the driver/vehicle you choose, enhanced multiplayer (up to four players with more deathmatch modes like Brawl, Smear and Survival), destructible environments, real-time vehicle damage and a variety of weapons.

All set to a post apocalyptic America. Racing/Combat/Demolition. Supports the N64 Expansion Pak. EASTER EGGS: Unlock everything by entering "JTB7CFD1LRMGW" as the passcode. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8.5, and a 8 (Out of 10). #NUS-NV8E-USA.

- Vigilante 8: 2nd Offense Activision \$15/R4**
Developed by Luxoflux. Gray cart. Rated T. The sequel to Vigilante 8 follows the thought of "if it ain't broke, don't fix it". 2nd Offense brings the same car crushing action of its predecessor with a total of eighteen cars, twelve levels (down from fourteen last game), a four combo weapon attack (as opposed to two) and enhanced graphics that push the N64 to the limit. Only downside is that the multiplayer suffers when you get more than two players going as you get a lot of chop and slowdown. Racing/Combat/Demolition. Supports the N64 Expansion Pak. Released 02/02/00. #NUS-NVGE-USA.

- Virtual Chess 64 Titus \$13/R4**
Developed by Titus. Gray cart. Rated E. It's chess. In 3D. On your N64. You basically select your options (number of games to play, what color you want, what game mode you want, select from twelve levels of difficulty, etc.) and begin play. The game is displayed in classic flat 2D or polygonal 3D. If the fight mode is turned on you'll be treated to a short cartoonish animated clip of the winning chess character defeating the "taken" character. Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6.5, 6, and a 5.5 (Out of 10). Released 06/10/98. #NUS-NVCE-USA.

- Virtual Pool 64 Crave \$11/R4**
Developed by Celeris Corporation. Gray cart. Rated E. A solid 3D pool game, Virtual Pool is based on the popular PC series of the same name. It offers different types of play like 8-ball, 9-ball, 10-ball, 6-ball, 3-ball, Rotation, Straight, Bank and One pocket. All of which follow rules laid down by American Pool Players Association. There are three levels of difficulty, stat tracking, full analog control of the cue, different game modes (Match, Tournament, Freestyle and Shark Skins) and the ability to simulate difficult pool shots thanks to a powerful physics and collision detection system. Sports/Other Sports. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6.5, 6, and a 6 (Out of 10). Released 12/17/98. #NUS-NVRE-USA.

- V-Rally Edition '99 Infogrames \$12/R4**
Developed by Eden Studios. Gray cart. Rated E. Originally released in Europe, V-Rally came home to the N64 and brought with it fifty original tracks from around the world, officially licensed cars from America, Europe and Japan, different track and weather conditions to keep you on your toes, four modes of play (Arcade, Championship, Training and Two Player) and customizable car attributes. All of that is wrapped up a somewhat floaty but decent graphic and physics engine. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released 09/18/99. #NUS-NVLE-USA.

- Waialae Country Club: True Nintendo \$7/R3 Golf Classics**
Developed by T&E Soft. Gray cart. Rated E. Based on the Japanese game Augusta Masters, the game was localized to Hawaii when it made the trip over seas. You get only one course (Waialae) but you get eighteen holes, six play modes (Waialae Open, tournament, stroke, match, skins and a practice mode) and an alternating multiplayer mode for up to four players. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5.5, 5, and a 4 (Out of 10). Released 07/29/98. #NUS-NWLE-USA.

- War Gods Williams \$4/R2 -**
Developed by Eurocom. Based on the 1996 Midway coin-op. Gray cart. Rated M. Taking a nod from Mortal Kombat, War Gods

attempts to bring the source material's action and personality into the 3D realm and thus it was released to the arcades. It didn't do a good job. It was faithfully translated to the N64 with all ten characters (with two others unlockable by codes), 3D backgrounds (which can be traversed into by use of a designated "3D" button), and pretty good samples of the voices used in the arcade. Unfortunately it also ported some of the frame rate problems as well. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5.5, 5, and a 4.5 (Out of 10). Released 05/21/97. #NUS-NWAE-USA.

- Wave Race 64 Nintendo \$7/R1 +**
Developed by Nintendo. Gray cart. Rated KA. The third US title available for the N64, Wave Race was an original title that shot out of the gates running on all cylinders and had shown everyone in the industry that Nintendo still had the ability to raise the bar for others to follow. Even though the graphics were a bit on the blocky side that small nit pick was washed away (no pun intended) by fluid animation, fast speed with solid frame rates, realistic water physics, detailed environments with various levels of transparency, a very tight control method which had a decent learning curve, and an entertaining trick system that kept players looking for more. This is one of those games that is worthy of the phrase "if you like racing games, you'll love Wave Race 64". Racing/Miscellaneous. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5 and a 9 (Out of 10). Released 11/05/96. #NUS-NWRE-USA.

- Wayne Gretzky's 3D Hockey Nintendo \$5/R3**
Developed by Williams Entertainment Inc. Based on the 1996 Atari Games/Midway coin-op. Gray cart. Rated KA. The first sports game to land on the N64, this arcade port serves up a good game of hockey. It's got a lot of options like an Arcade or Simulation mode (the latter enforces more rules and plays closer to the real deal than the former), adjustable difficulty, four player simultaneous, team stats and the full NHL and NHLPA license. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 and a 8 (Out of 10). Released 11/14/96. #NUS-NWGE-USA.

- Wayne Gretzky's 3D Hockey Midway \$5/R3 '98**
Developed by Software Creations. Gray cart. Rated KA. Graphically the game is the same as the last years, not seeming to want to catch up to everyone else. The gameplay in simulation mode has gone from challenging to near impossible. If you play arcade mode, you are basically playing the same game as the original Gretzky 3D Hockey. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7 (Out of 10). Released 12/03/97. #NUS-NWHE-USA.

- WCW Backstage Assault Electronic Arts \$6/R3**
Developed by Kodiak Interactive. Blue cart. Rated T. This time the brawl is settled outside of the ring. Slip into the trunks of one of over fifty WCW superstars and lay the smack down in seven areas like Semi-truck Arena, Locker Room, Exercise Room, Boiler Room and Bathrooms. Select from three modes of play (Exhibition, Hardcore and Hardcore Gauntlet with special exhibition matches like First Blood), find forty weapons to deal pain out with and be able to create your own superstar in the create-a-wrestler. In comparison to other wrestling titles the multiplayer only allows for two players. Fighting/Wrestling. Released 12/12/00. #NUS-NWVE-USA.

- WCW Mayhem Electronic Arts \$3/R1**
Developed by Kodiak Interactive. Gray cart. Rated T. An okay brawler that doesn't quite top THQ/AKI's foray into the world of professional wrestling, but does give a fast moving game and back stage fights. This game came out around the same time the WCW Pay-Per-View of Mayhem debuted (along with WCW's new "look"). For a while WCW Monday Nitro and some Pay-Per-Views would display codes that you could input into Mayhem that would allow players to replay key matches that they watched on the show. It

didn't last long. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 5.5 (Out of 10). Released 09/22/99. #NUS-NWME-USA.

- WCW Nitro** **THQ** **\$3/R2**
Developed by Inland Productions. Gray cart. Rated E. THQ decided to switch developers and went with the people that made Nitro and WCW Thunder for the PlayStation. You get sixteen playable wrestlers (with forty eight that can be unlocked), many game play modes (Tournament, Exhibition, Exhibition Tag Team, Two-player Versus, Two-player Tag Team and Four-player Battle Royal), over thirty moves and different WCW rings like Halloween Havoc, American Bash, Nitro and more. It basically plays like a fighting game, forcing you to use button combinations to pull off throws and grapples or to just smack the bits out of your opponent. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 3.5, and a 3 (Out of 10). Released 02/10/99. #NUS-NW3E-USA.
- WCW vs. nWo World Tour** **THQ** **\$3/R1**
Developed by Asmik. Gray cart. Rated KA. The first of many games that would establish the THQ/Asmik games as one of the best wrestling series ever. Easy to pick up and play as all of the wrestlers moves were invoked with the same buttons as opposed to competing wrestling games of the time. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5, 6, and a 5 (Out of 10). Released 11/28/97. #NUS-NWNE-USA.
- WCW/nWo Revenge** **THQ** **\$3/R1**
Developed by Asmik. Gray cart. Rated E. And the gaming deities said "Asmik, make us another wrestling game" and Asmik obeyed. And it was good. A noticeable upgrade to World Tour, the same great gameplay with even more moves, costume customization, more rings, more wrestlers, just plain more of everything. Even though the graphics only got some slight polish and still had the clipping issues and such from World Tour, Revenge proves that gameplay continues to beat out visual flash. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and a 7.5 (Out of 10). #NUS-NW2E-USA.
- Wetrix** **Ocean** **\$16/R4**
Developed by Zed Two. Gray cart. Rated E. A puzzle game with a simple concept: try to contain the water by adjusting the landscape. Different game pieces fall from the sky in which you must place in order to keep the water from spilling off the land mass. Lose too much water and the game is over. Hard and sickeningly addicting. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5.5, 5.5, and a 5.5 (Out of 10). Released 06/12/98. #NUS-NWTE-USA.
- Wheel of Fortune** **Take2 Interact** **\$11/R3**
Developed by Gametek. Gray cart. Rated KA. It's Wheel. Of. Fortune! Take on the computer or two other buddies and compete to win virtual money and prizes by figuring out up to 4,000 word puzzles. It plays faithfully to the popular TV game show and that's all it needs to do. Traditional/Game Show. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 4.5, and a 4 (Out of 10). Released 11/28/97. #NUS-NWFE-USA.
- WinBack: Covert Operations** **Koei** **\$9/R3**
Developed by Omega Force. Gray cart. Rated T. A long time in the making, WinBack put you in the boots of Jean-Luc Cougar who must stop a terrorist organization from using a space based super laser to wipe out the government of Belcrest. It carries decent graphics and stealth action very reminiscent of Metal Gear Solid and even features a four player deathmatch mode. Action/Military/Stealth Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 8 (Out of 10). Released 10/20/99. #NUS-NWDE-USA.

- Wipeout 64** **Midway** **\$6/R2**
Developed by Psygnosis. Gray cart. Rated E. The high speed futuristic racer finally made the jump to the N64. It features a seven courses (all with difficult jumps, twists and turns), detailed graphics (as opposed to F-Zero's Spartan look), weapons to help even the odds and four player multiplayer (though four player mode is much slower and harder to see). Can't say it's better than F-Zero but it's definitely a different experience. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and a 7.5 (Out of 10). Released 11/03/98. #NUS-NWPE-USA.
- World Cup '98** **Electronic Arts** **\$16/R4**
Developed by EA Sports. Gray cart. Rated E. Basically a more refined version of a FIFA game, World Cup '98 came to the game with all thirty two teams that qualified for the World Cup and ten fully licensed Cup stadiums. Even though it lacks the create-a-player mode, Cup has a full complement of options like five modes of play (World Cup, World Cup Classic-which is only available if you win the World Cup, Friendly, Penalty Shootout, and Practice), on-the-fly in game tactics management, totally customizable settings (rules strictness, injuries, difficulty, handicaps and weather, just to name a few) and four player simultaneous play. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7 (Out of 10). Released 05/18/98. #NUS-N8WE-USA.
- World Driver Championship** **Midway** **\$10/R4**
Developed by Boss Game Studios. Gray cart. Rated E. This racing game (according to IGN it was the 28th racing title in June of 1999) takes a different approach than many others. Rather than plopping you into a race as a famous driver, you actually start your own driver's career at the bottom rung and have to win races to earn respect and the chance to drive better cars. There are fifteen different teams to choose from, four different play modes (Arcade, Championship, Time Attack and Training), ten tracks to race on, twenty different racing events (like endurance races), thirty different cars and a high-res letterbox mode. The gameplay rides the line between simulation and arcade and rides it well. Another thing done well is a rapid frame rate, no forced fogging to hide pop up and great looking graphics. Racing/Street Racing. EASTER EGGS: To unlock all of the teams and cars, go to the team select menu in Championship mode and enter the following code on Controller 2 (using the D-pad, not the analog joystick): Z, Right, Z, Z, B, CDown, A, Right, Start. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7, and a 6.5 (Out of 10). Released 06/16/99. #NUS-NWOE-USA.
- Worms Armageddon** **Infogrames** **\$28/R5**
Developed by Infogrames Lyon/Team 17 Software. Gray cart. Rated E. On a console with a limited number of strategy games, Infogrames publishes a game where you and perhaps three friends will take command of a team of hearty combatants and then challenge each other to warfare. Only your crack platoon is a regiment of worms and your weapons are things like bazookas, grenades, skunks and sheep. Yes, skunks and sheep. Strategically place your dirt eating soldiers and unleash the fury. But wait, since it's a turn based game what could be a victory could just be three of four steps behind from an opponent sending you to the fishes. One of those games that is that much more fun with a group of friends. Simulation/Turn-Based War/RPG Game. Released 03/30/00.
- WWF Attitude** **Acclaim** **\$2/R1**
Developed by Iguana West. Gray cart. Rated T. Even if Acclaim's and Iguana's approach to wrestling games isn't your style, you gotta give them credit for adding a TON of options. This sequel to WWF War Zone comes packed with over forty wrestlers, new specialty matches (like Lumberjack and Survivor Series), new arenas, a more robust create-a-wrestler (where you can even

design their entrances), more weapons, a create-a-Pay Per View (where you can choose lighting, color of ropes, what logos to use, match stipulations, etc.) and audio that makes it hard to believe that they came from a cartridge. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and a 8 (Out of 10). Released 08/31/99. #NUS-NTIE-USA.

- WWF No Mercy** T*HQ \$8/R1 +
Developed by Asmik. Black cart. Rated T. This is Asmik's wrestling Jewel, a legacy that many video game wrestlers hold as "the" bar to all future wrestling games. The second THQ/Asmik game to have the WWF license, it continues to have the easy to pick up grappling system in many circles is "the best". Choose from sixty five wrestlers (and there are still more that need to be unlocked), a story mode for the single player, has Game Boy transfer pak compatibility, four player simultaneous play, other areas to wrestle in (a garage, a hallway, a lounge, a boiler room and the dressing room and each has objects to deal damage with), improved create-a-wrestler, new matches (like Ladder and Guest Referee) and improved player graphics and animation. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, and a 7.5 (Out of 10). Released 11/14/00. #NUS-NWAE-USA.

- WWF War Zone** Acclaim \$2/R1
Developed by Iguana. Gray cart. Rated T. This game was supposed to have it all: great hi res graphics, fast action, create a wrestler, and great sound. Honestly the game controlled more like a fighting game (ala Mortal Kombat) than a wrestler, the wrestlers walked like they had sticks up their wazoos and the created wrestlers skin seem to change color from creation to the actual game (my Kevin Nash a like went from white to a cream de mint). There was also these strange phenomenon's like "corner vortex" (where you'd appear stuck in the corner just by walking by it) and the "warp" (where you perform a move and suddenly you appear in a different spot on the mat as if by magic). Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 7.5 (Out of 10). Released 08/11/99. #NUS-NWWE-USA.

- WWF Wrestlingmania 2000** T*HQ \$6/R1
Developed by Asmik Ace Entertainment. Co-developed with AKI Corporation. Black cart. Rated T. They may have lost the WCW license but what they gained was access to hottest wrestling lineup ever to grace television: the WWF. Take control of your favorite super star and be able get a handle on the controls thanks to the pick-up-and-play grappling system that made AKI/Asmik famous. While it looks a lot like WCW Revenge in the graphics quality department (save for a little bit of polish here and there) you do get a lot of fluid movement which is a must for a game of this caliber. The create-a-wrestler is fairly detailed and if you poke around deep enough you will find all of the taunts and moves from the past WCW games, just in case you weren't much of a fan of the WWF but wanted the new updated game. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8, and a 8 (Out of 10). Released 11/16/99. #NUS-NWWE-USA.

- Xena: Warrior Princess** Titus \$7/R3
Developed by Saffire. Gray cart. Rated T. Xena makes her video game appearance not as an adventure game (like Hercules) but as a 3D fighting game. Choose from eleven fighters from the television show and then select from three play modes: Quest, Versus and Roster. While it doesn't have the depth as some fighters it is one of the only N64 fighting games to feature four player simultaneous fighting. A pretty good effort that dispels some of the negativity toward licensed games. Fighting/Tournament Style. Released 12/07/99. #NUS-NXFE-USA.

- Yoshi's Story** Nintendo \$15/R1
Developed by Nintendo. Gray cart. Rated E. Feeling depressed? Then Yoshi's Story is your ticket to happiness! Or sickness as this game is so cuuuute. Guide a Yoshi (available in many colors) to

gather fruit and traverse a variety of levels in story book format in order to save the Super Happy Fruit Tree. Solid 2-D side-scroller with excellent graphics, music, and sound. Did we mention it was cute? Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6, and a 6 (Out of 10). Released 03/10/98. #NUS-NYSE-USA.

Total # of items for this section: 298

HARDWARE AND PERIPHERALS

- F-Zero X Expansion Kit** Nintendo \$0/R0
Developed by Nintendo. This disk will ONLY work in conjunction with the Japanese F-Zero X game. Allows you to create tracks and create your own vehicle and save the whole thing on the disk itself. Released 4/21/2000 0:00.
- Kyojin no Doshin** Nintendo \$0/R0
Developed by Param. An oddball simulation-like a SimCity type deal. You control this big yellow giant who performs tasks for the villagers of this island. If the villagers like you, they will show their love by building monuments. Kooky. Released 12/11/1999 0:00.
- Kyojin no Doshin: Kaihou Sennen Chibikko Chikko Daishuugo** Nintendo \$0/R0
Developed by Param/Marigul.
- Mario Artist: Communication Kit** Nintendo \$0/R0
Developed by Nintendo. Third of four creativity packages, the Communication Kit allowed you to upload and download creations from your system to the Randnet network along with the ability to download games as well. Released 12/11/1999 0:00.
- Mario Artist: Paint Studio** Nintendo \$0/R0
Developed by Nintendo. First of four creativity packages, Paint Studio also comes with a mouse like its predecessor on the SNES. Basically a Photoshop or Paint Shop Pro for N64DD owners. Released 12/11/1999 0:00.
- Mario Artist: Polygon Studio** Nintendo \$0/R0
Developed by Nintendo. The fourth and final creativity package in the Mario Artist series. With it you could create your own 3D models and then take them out for a test drive in a mini-game. Released 8/29/2000 0:00.
- Mario Artist: Talent Studio** Nintendo \$0/R0
Developed by Nintendo. Second of four creativity packages, Talent Studio allowed you to create your own characters from scratch and putting them into movies and fashion shows. Came bundled with the Capture Cart which could connect to camcorders so you could bring your face onto your character. Released 2/23/2000 0:00.
- Nintendo 64 Console** Nintendo \$15/R1
Developed by Nintendo. Originally released in a dark grey color with a light grey controller with four controller ports, a cartridge slot, an underbelly expansion port and a memory expansion slot. The console also came out in clear green, turquoise, black (smoke), orange, purple, red and gold (gold was a Toys R Us special) with controllers coming in different colors as well. The colors, however, do not seem to affect the value of the system.
- Nintendo 64 Console: Pokemon Hardware Bundle** Nintendo \$30/R3
Developed by Nintendo. Technologically it is identical to the regular N64 except that this has a yellow and blue case with a raised image of Pikachu on top of the console (his foot is actually the reset switch). Included with the bundle was a blue controller with

Pokemon logo. Hey You! Pikachu game (cart, voice recognition unit and a watch) along with the standard hook ups.

- ☐ **Nintendo 64DD** **Nintendo** **\$0/R0**
Developed by Nintendo. An add-on that Nintendo released in Japan that used writable magnetic disks (not unlike a Zip disk) and gave the N64 additional features such as burst accessing for fast data access, a real time clock, built in ROM with integrated sound and fonts and online capability with a modem (not included with drive) and the 4MB expansion pack. Released 12/11/1999 0:00.

- ☐ **Sim City 64** **Nintendo** **\$0/R0**
Developed by HAL Laboratory. A game that was plagued with a cruddy 3D graphic system and sluggish control. Did have some neat things like walking about your home-made city from a first person perspective or riding about using mass transit systems. Released 7/28/2000.

Total # of items for this section: **11**

RUMOR MILL

- ☐ **Junguru Taitei ("Jungle Emperor Leo"-64DD)** **Nintendo** **\$0/R0**
Developed by Nintendo. Based on 1950's children's manga of the same name by Osamu Tezuka. Better known to those outside Japan as "Kimba the White Lion", which was a cartoon in the late 60's. Basically the game is about a lion cub who wishes to change the jungle social structure into a meatless utopian society. Yep, it would've been one trippy game. Miyamoto also had influence in this. Cancelled.

- ☐ **Kyabetsu ("Cabbage"-64DD)** **Nintendo** **\$0/R0**
Developed by Nintendo. A Tomagotchi style virtual pet game worked on by Shigeru Miyamoto and Shigesato Itoi. Was cancelled.

- ☐ **Mario Artist: Game Maker** **Nintendo** **\$0/R0 (64DD)**
Developed by Nintendo. Supposedly this worked in tandem with the Polygon Studio where you could take your creations and then plug them into a game that you make using simple programming controls. Cancelled.

- ☐ **Mario Artist: Graphical Message Maker (64DD)** **Nintendo** **\$0/R0**
Developed by Nintendo. I have NO idea what this program does. Must not have been much because this is Cancelled.

- ☐ **Mario Artist: Sound Maker** **Nintendo** **\$0/R0 (64DD)**
Developed by Nintendo. Create and manipulate sounds or record sounds using the Capture cartridge (which was included with the Talent Studio). Cancelled.

- ☐ **Mario Artist: Video Jockey** **Nintendo** **\$0/R0 Maker (64DD)**
Developed by Nintendo. Be a VJ and splice together music videos. Either that or it's a game where you make undergarments. Cancelled.

- ☐ **Mother 3.5 (64DD)** **Nintendo** **\$0/R0**
Developed by HAL Laboratory. A sort of extra quest for Mother 3 (aka the never released Earthbound 64). Mother 3 was never released so neither was this expansion. Cancelled.

- ☐ **Super Mario 64 II (64DD)** **Nintendo** **\$0/R0**
Developed by Nintendo. Was supposed to be the sequel to the smash Super Mario 64 but would allow you to control other characters. Cancelled.

- ☐ **Ura-Zelda: Ocarina of Time** **Nintendo** **\$0/R0 (64DD)**

Developed by Nintendo. Was to be an expansion to The Legend of Zelda: Ocarina of Time. It was supposed to offer a more interactive experience thanks to the 64DD's storage capability but the game was eventually cancelled. However, Ura Zelda was stripped down and remade into a rework of OoT and called "Master Quest" which was released with OoT in a special collector's package for the Game Cube.

Total # of items for this section: **9**

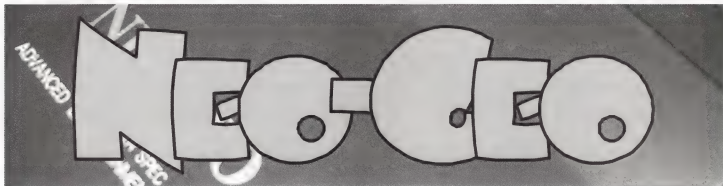
Total # of items in all: **318**

HISTORICAL NOTES

Launched in the USA 1996. Original retail price: \$199.99.

TECHNICAL NOTES

Processor: NEC R4300i-class RISC CPU (64-bit)
Processor Speed: 93.75 Mhz
Co-Processor: NEC RISC "Reality Immersion" RCP (64-bit)
Co-Processor Speed: 62.5 Mhz
Memory: Rambus D-RAM 36Mbit
Resolution: 256 x 224 to 640 x 480
Polygons: 150k pps @ 60 fps
Color Palette: 16.8 million colors
Colors: 32,000 max on-screen
Sound: 16-bit Digital Stereo
Game Media: Cartridges



I played a lot of video games as a kid. If you're reading this guide, you probably did too.

I got an early start with an Atari 2600 when I was about 5. I quickly moved up to the backwards-compatible 7800, then I moved to the Sega Master System, and finally, the Nintendo Entertainment System. With every upgrade, I marveled at the graphical improvements and increasing complexity of the gameplay experience. When the 16-bit revolution hit, I was quick to get a TurboGrafx-16, followed by a Genesis a few years later. My dad once said I went through games quicker than I could buy them which was, in many ways, true. It was 1990 when I first heard about the Neo Geo from SNK, the same company that brought the awesome **Crystalis** and **Ikari Warriors** to my game room. I heard how it was going to be better than anything else on the market, and have games that were identical to their arcade counterparts. No more settling for the second-rate home console ports. I also heard about the astronomical price. Mind you, I was a 10 year old kid with a \$10 week allowance. I was barely squeaking by with my Genesis library as it was.



When I wasn't playing console games, I was usually reading game magazines to see what I should be looking forward to next. I would flip through to find screenshots before reading any articles, and when I found myself salivating over the latest titles, I would close my eyes and hope that it wasn't a Neo game being shown, because I didn't have a Neo – and I probably never would. So much for my hopes; the most amazing, colorful and detailed screenshots in 1991/92 era magazines were almost always Neo games. As if that wasn't enough, SNK had the best advertisements of the period. Although I wasn't old enough yet to read Playboy (SNK's first advertising forum for the Neo), they eventually began advertising their "elite" console in regular gaming mags. Forget the mullet-sporting Renovation gaming champ. SNK told me that playing a Neo Geo made me a "real hot dog," and if I played anything else, I was "nothing but a weenie." Based on my experiences playing **The Super Spy** and **World Heroes 2** at my local arcade, I had to agree. Well, I was no weenie. One day, I sat down my parents and told them I wanted a Neo Geo for Christmas. Hopefully, they never noticed on one of our many Babbage's trips that the Neo Geo Gold system cost \$599.99. Hopefully, they didn't notice that each game cost more than my entire Sega Genesis system. Hopefully, they would be so overwhelmed with Christmas spirit that money would be no object as long as I got what I wanted. As fate would have it, a few days after my Christmas gift "proposal" my dad sat me down, patted me on the knee, and told me he loved me. He also told me that there was no way in hell I was getting a Neo Geo.

It wasn't until I was in college about 8 years later that I finally saved up enough to get a used Neo Geo, and what a long strange trip it's been since. When it finally arrived, I was surprised by just how many ways the Neo system was totally unique. The **NAM-1975** cartridge that came with my system was huge – larger than a VHS tape. It smelled like solder and had 2 huge connectors on the underside, unlike the single small connector I was used to on all my other cart systems. The controllers were bigger than most of my consoles and were clicky and noisy. Once I started building up a modest collection, I had to invest in new shelving options. The coolest thing about the whole experience was, of course, the games themselves. The old titles were everything I remembered from the old arcade games, in fact, they were absolutely identical to the arcade (also known as "MVS") versions I remembered. There were voice-

overs at every opportunity, over-the-top intros that hyped the game, and frenzied, quarter-sucking arcade gameplay. I was in heaven.

Initially, my Neo dollars were going towards some of the cheaper, first-generation games I remembered from the arcade. However, it wasn't long until I made my first "big" Neo game purchase: I bought one of the newest Neo fighting titles, **Last Blade 2**. When the box arrived, I popped the **Baseball 2020** out of my console and threw in my \$250 purchase. I was treated to one of the most amazing 2d games I had ever seen, with a fighting engine so elegant and fun that I was glued to the game for months. I couldn't believe this game was playing on the same hardware as my library of older games. It was clear to me that Neo programmers had gradually learned how to take advantage of the hardware over the system's long lifespan to hone its abilities as a 2d powerhouse to perfection. My PlayStation-loving friends even ended up becoming Neo addicts, buying the latest ports for their Dreamcast or PlayStation systems so they could hang with me on the "real deal" Neo cartridge version. I couldn't help thinking the whole time that the Neo is some seriously hardcore gaming insanity. Needless to say, I've been a Neo addict ever since.

So what made the Neo Geo able to do 100% perfect versions of its arcade counterparts, something no system before had been able to accomplish? The answer lies in the games themselves. The actual game chips used in the cartridges are literally identical between the home and arcade systems. All Neo Geo games are programmed with MVS, home, and language options in the same chipset, which is used on all cartridge versions of the same game. Since there is no territory lockout in Neo Geo systems, your Neo Geo experience is completely determined by the type and territory of the system the cartridge is being played on. If you play a Japanese **Samurai Shodown** home cart on an American home system, your game will play in English with white "censored" blood. If you play an English **Stakes Winner** MVS cartridge on a Japanese MVS system, you will be horse racing in Japanese, and so on. This common-chip technology has also allowed fans to come up with new ways to play their Neo games: it is actually possible to transfer the chips from an MVS cart to a home cart (known as "conversion"), and a home system user can play MVS cartridges on his or her system using an MVS to AES converter, such as !Arcade's Phantom-1.

But enough of the boring technical stuff – why does any of this matter? If you have read this far, you probably already know – Neo Geo is expensive. There just isn't any denying it. Back when the Neo launched in 1991, new games cost a hefty \$199.99 each. Today, new games retail for \$359.99. Many of the newest home cartridge games (primarily the English versions) are produced in quantities no greater than a few hundred. In today's collector's market, rare and desirable home carts can fetch astronomical prices, a handful of which easily fetch thousands of dollars (if you can find someone selling them). Due to the large fan community that has arisen in recent years, as well as a very finite supply of home cartridges, the Neo Geo is a collector's market. Even carrying bags and promotional fliers for Neo games can carry hefty price tags. As a result, many Neo fans have given up home cart collecting in favor of cheaper alternatives, such as the MVS system, Neo Geo CD, and even ports for newer consoles. Despite its disadvantages, however, the home cart system still has a rabid and dedicated fanbase, and that's what this guide primarily focuses on.

That said, if you've flipped ahead to the forthcoming pages, you may be dying to ask some burning questions, like why the heck there are so many fighting games on the system! Because all Neo titles are developed first and foremost in the arcade, what comes to the home cartridge system is a direct result of what is released in the arcade. Most of the first-generation titles are quite diverse, featuring shooters, platformers, action games and sports titles. Shortly after the Neo was released, there was a revolution in the arcade industry. That revolution was called **Street Fighter 2**. When Capcom released its landmark title, SNK found itself able to market competing fighting titles at a low cost to operators thanks to the cartridge-based Neo Geo MVS arcade system. Sequels to its popular **King of Fighters** and **Fatal Fury** franchises, among others, were released at a rapid pace. Because this formula proved so successful for SNK, the Neo library has tons of fighting titles in its catalog. Of course, SNK has had success with many non-fighting games, such as the **Metal Slug** and **Bust-A-Move** franchises. However, SNK's overwhelming success in the fighting game segment of the worldwide arcade market was probably the biggest factor contributing to the Neo's longevity.

You might also find yourself asking me something like, "Hey John, I shelled out last month's rent for my very own **Shock Troopers** home cartridge, but it's not listed in the guide. What's up with that?" Well, that's all well and good, but that **Shock Troopers** home cart is a conversion from an MVS cartridge; SNK never released an official home cartridge version of **Shock Troopers**, as well as over 30 other MVS-exclusive cartridge releases. Fans worldwide have taken these games and made home cartridge versions of them by transferring the chips to a gutted home cart, and many have even made hi-resolution, professional inserts, manuals and stickers for these games. However, these

games are not SNK-official items and are not listed in this guide. That said, you should be very careful about buying high priced rare cartridges, as it isn't very hard to make a home cartridge conversion of officially-release games (like **Blazing Star**) with professional quality paper components. Similarly, you might have yourself a nice, shiny home cartridge of **Zintrick**, a game the guide lists as CD-only without even an MVS release. Believe it or not, some fans have hacked the code of certain CD exclusive titles to make them playable on the cartridge system, then burned the files to EPROM chips to be put inside a cartridge for home play. Yes, strange things are afoot in the Neo gaming community.

Another thing you might be wondering is why there are a ton of outrageously expensive US Neo home cartridges. Well, I'll give you the good news first: every English home cartridge release has a Japanese version counterpart, and that Japanese version is almost always cheaper than the English version (although not always by much). Since the guide focuses mainly on American games, the only Japanese version cartridges covered are those that weren't treated to an English release. In all cases, Japanese and English version cartridges play absolutely identically, as they both have the exact same chips on the inside. Thus, if you are just getting into home cart collecting, Japanese cartridges might be a much more attractive alternative. The bad news is, collecting English version home cartridges is really the most expensive way to collect Neo Geo, because many were made in very limited quantities and there is a huge demand for the hotter titles. Many English collectors like to read the manuals for their games and enjoy the way the games "line up" on the shelf, with cool uniform spine logos and meg count boxes. Japanese games tend to have larger images and more varied spine styles with (naturally) Japanese text.

Collecting MVS cartridges has become an attractive alternative to gamers who cannot afford the prohibitive prices of the home cart market. English **Metal Slug** on home cartridge is not only one of the best Neo games, but it is also one of the rarest, fetching thousands of dollars in the rare event someone is selling one. **Metal Slug** on MVS cartridge? Maybe 50 bucks, the only differences being the cartridge casings, PCB pinouts, and the nifty home cart packaging. For many, the disparity in pricing is too great to ignore. MVS carts are plentiful and cheap. Sure, they don't look as nice on a shelf as a row of mint English home carts, but the games themselves play exactly the same, and you can buy a ton of MVS cartridges for the price of that single **Metal Slug** home cart!

As of press time (Summer 2004), it looks like the final days of the Neo might be upon us. SNK Playmore has announced what it calls the "final" Neo home release, **Samurai Shodown 5 Special**, in July. Keep in mind, the Neo has been around since 1990. It's really impossible to call the Neo anything but a success to have been actively supported nearly 15 years with a library of nearly 200 titles. Although the high pricing and Japanese-style gameplay have turned off some gamers, Neo fans have a passion for the system that is unmatched. Many fans are willing to devote their entire disposable income to keeping up with the latest Neo cart releases, even though the PS2 port might be right around the corner at a measly 40 bucks, or save up a year to buy an ultra-rare home cart from someone on the other side of the world. Yes, the hardware is 15 years old. No, the Neo has no 3d capabilities. Yes, there are probably too many fighting games on the system. But the Neo is more than just about numbers and statistics. The fans who have stuck around since the Neo's release have seen the amazing evolution of games and the consistent quality and charm of every title. To its most rabid fans, the Neo represents the pinnacle of 2d gaming, and serves as a bold reminder of the things you loved about gaming since you were a kid.

THE NEO-GEO CD

Throughout the evolution of the Neo Geo from 1990 to present, fans have always sought cheaper alternatives. SNK tried to remedy the high cost problem by releasing the Neo Geo CD system in 1995, a much more affordable system (\$299) with low-priced (around \$50) CD games. So as not to greatly upset its home cart faithful, the plan was for new games to be released in the arcade first, followed 2 to 3 months later with the home cart release, then the CD release following shortly behind. The CD system played early titles faithfully and enjoyed a handful of excellent CD-exclusive releases, such as **Ironclad** and **Samurai Shodown RPG**. Unfortunately, the system's single-speed CD drive struggled with the latest titles, and the system had a poor distribution scheme in the US. As Neo games grew in size, some of the later CD titles cut certain graphical corners due to its slow drive and limited RAM capacity. In 1996, SNK released the Neo Geo CDZ in Japan which somewhat addressed the speed issues, but it was never released in the US, and the system's final release was **The King of Fighters '99**. Today, most Neo Geo CD titles can be found rather easily, and the system is worth owning even if you have a MVS or home cart system just to enjoy the handful of exclusive releases.

Like Neo Geo cartridges, Neo CDs have no territory lockout – you can play any Neo CD on any Neo CD system, and the language the game will display will be dependent on the region of the console. Of course, the programmers at SNK didn't bother translating the mahjong games into English, as well as a few other Japanese titles, including the

hotly anticipated **Samurai Shodown RPG**. Unlike the home cartridge market, there really isn't a significant difference in value between the English and Japanese version of the same Neo Geo CD title, so the values listed in this guide should apply roughly to both (buyer's preference aside). Neo CD controller ports are compatible with controller ports for the home cartridge system, so any Neo stick or pad can be used on the Neo CD.

NEO-GEO MVS

The Neo Geo MVS (Multi-Video System) is the arcade counterpart to the SNK's home Neo Geo AES system. Essentially, the MVS games are identical to the AES versions, just tailored to the arcade market. MVS arcade systems feature a motherboard fitted with a cartridge slot, allowing vendors to swap out games with relative ease. Unlike the AES games, MVS games are packaged as "kits", which typically include a cartridge, flyers, move or action stickers, dip switch settings, and a small marquee affectionately called a "mini-marquee". The cartridges themselves are on the same large scale as the AES games, but feature only a plain-text end label identifying the title. A serial number unique to each kit is also printed on most labels; however, arcade vendors often scratched these out to prevent tracking once they resold the game elsewhere. More units per game were produced for MVS, as the arcade systems were very popular with vendors and players, while the AES had a smaller installed user base due to high retail prices. This means that MVS games are, in general, much less difficult to find than their AES analogues.

In recent years, the MVS has found its way into the home through several means. Individuals are purchasing "obsolete" MVS cabinets for their game rooms, AES users have the Phantom converter, and many creative and savvy players have converted MVS motherboards into home-friendly units by "consolidizing" them or building "Superguns". A consolidated motherboard is fitted with a small power supply, RGB to composite/S-Video (ie: television friendly) converted video output, sound and control connections, and many other bells and whistles installed by the builder. Superguns feature the same contents, but are peripheral to the motherboard, which allows a player to plug any JAMMA/MVS arcade board into them for home play. These options have allowed many Neo Geo gamers to adopt the MVS, as well as the relatively lower costs-per-title that come with it. While many still collect MVS games as actively as others collect AES, it is generally seen as more of a "gamer's" system, as the games are less expensive, less attractive to display, but just as playable.

The MVS library is more extensive than the AES lineup. It features every AES title, as well as several exclusives. As this marks the first inclusion of Neo Geo in the Guide, only the MVS titles that were also released for AES will be addressed. In future editions, the entire MVS library will be included. Suggested values and rarities are intended to represent fully functional loose MVS cartridges (any extras such as flyers or mini-marquees can only increase value) that are in solid physical condition, feature original factory labels, and authentic electronic parts inside (ie: not bootlegged). Bootlegging is very common in the MVS world; however, the warning signs of a bootleg are fairly easy to detect. They include strange or misspelled labels, sloppy soldering on the board, and replaced chips. Generally, only recent and/or highly desirable titles are bootlegged, meaning that you probably don't have to worry about that copy of Fatal Fury you have. If possible, when buying an MVS game, only purchase from established sources or those you can inspect in person first. Bootlegs are typically regarded as having very little worth, if any at all, so ensure that your game is legitimate before applying this guide.

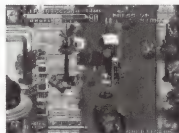
- John Thacker (with assistance from Vincent Yang)
- MVS intro by Scott Bertulli



Fatal Fury 2



Metal Slug



Shock Troopers 2

Section written and maintained by John Thacker and Vincent Yang. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Scott Bertulli.

Game Release Notes: We've found that most people kept their boxes (and to a lesser degree, their manuals) so we've priced these out accordingly - as "complete".

You can tell a new, sealed Neo-Geo home cart by the circular Neo-Geo sticker that is taped across the box opening.

This list includes home version AES (Advanced Entertainment System) games only, and does not delve into the world of arcade version MVS (Multi Video System) games.

U.S. GAME RELEASES

USA

3 Count Bout SNK \$35/R4

a.k.a. Fire Suplex

Developed by SNK. The only wrestling title on the Neo. The MVS version of this game (loose) is \$15/R3. Fighting/Wrestling. Released 4/23/1993. #43.

Aero Fighters 2 SNK \$100/R6

a.k.a. Sonic Wings 2

Developed by Video System. Light-hearted vertical shooter featuring a baby and a dolphin as selectable pilots, among others. Also features some side-splitting English. The MVS version of this game (loose) is \$40/R4. Shooter/Vertical Scrolling. Released 8/26/1994. #75.

Aggressors of Dark Kombat SNK \$75/R5

a.k.a. Tsukai Gan Gan Koshinkyoku

Developed by ADK. Ever noticed what the first letters of "Aggressors (of) Dark Kombat" spell? Aggressors of Dark Kombat puts a unique spin on the traditional 2d fighter by providing a playfield with real depth, allowing characters to move in and out of the screen while fighting. The MVS version of this game (loose) is \$25/R4. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 7, 7, 7, and a 7 (Out of 10). Released 8/26/1994. #74.

Alpha Mission 2 SNK \$50/R3

a.k.a. ASO II: Last Guardian

Developed by SNK. Sequel to SNK's Alpha Mission on the NES. The MVS version of this game (loose) is \$65/R5. Shooter/Vertical Scrolling. Released 7/1/1991. #7.

Andro Dunos SNK \$75/R5

Developed by Visco. The MVS version of this game (loose) is \$70/R6. Shooter/Horizontal Scrolling. PERIODICALS: EGM gave this game a 7, 6, 6, and a 5 (Out of 10). Released 7/17/1992. #49.

Art of Fighting SNK \$30/R3

a.k.a. Ryuuko No Ken

Developed by SNK. Play as either Ryo or Robert and fight your way through 8 enemies on the way to rescue your girl. Enjoy sprites that nearly eclipse the screen and the trademark Neo "scaling" effect. The MVS version of this game (loose) is \$15/R2. Fighting/Tournament Style. LANDMARK: The first game to break the 100-meg mark. Released 12/11/1992. #44.

Art of Fighting 2 SNK \$40/R4

a.k.a. Ryuuko No Ken 2

Developed by SNK. Instead of forcing the player to choose between Ryo and Robert in the single-player game like its predecessor, this sequel allows the player to choose from all combatants. The MVS version of this game (loose) is \$10/R2.

Fighting/Tournament Style. PERIODICALS: EGM gave this game a 8, 8, 8, and a 6 (Out of 10). Released 3/11/1994. #56.

Art of Fighting 3: Path of the SNK \$300/R7 Warrior

a.k.a. Ryuuko No Ken Gaiden

Developed by SNK. With the exception of Robert and Ryo, features an almost entirely new line-up. Boasts some of the most animation frames of any Neo fighter for silky-smooth character movements. The MVS version of this game (loose) is \$30/R4. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 5.5, 5, 5, and a 4.5 (Out of 10). Released 4/26/1996. #96.

Baseball Stars 2 SNK \$60/R5

Developed by SNK. The two player screen warns the players that "the man sitting next to you is not a friend. He is a foe." So funny, yet so true: this is one of the most enduring and competitive non-fighting 2-player games on the system. Colorful, arcade-style baseball action. The MVS version of this game (loose) is \$40/R3. Sports/Baseball. Released 4/28/1992. #41.

Baseball Stars Professional SNK \$30/R3

Developed by SNK. Although people are disappointed to find that the NES version is completely different than this game, Baseball Stars Professional features some nice arcade-style baseball action. Surpassed in most ways by its sequel. The MVS version of this game (loose) is \$20/R3. Sports/Baseball. Released 7/1/1991. #2.

Blue's Journey SNK \$30/R3

a.k.a. Raguy

Developed by ADK. From the manual: "Blue never allows invaders to destroy Raguy's nature." Help Blue save his planet Raguy from pollution using his giant leaf in this colorful platformer. The MVS version of this game (loose) is \$45/R6. Action/Platform/Scrolling Screen. Released 7/1/1991. #22.

Burning Fight SNK \$25/R3

Developed by SNK. If you've played Capcom's "Final Fight," Burning Fight will feel familiar. The MVS version of this game (loose) is \$15/R4. Fighting/Side-Scrolling. Released 8/9/1991. #18.

Crossed Swords SNK \$35/R3

Developed by ADK. One of the few Neo titles with RPG elements. Think Cadash meets The Super Spy. Followed by a sequel on the Neo-Geo CD system. The MVS version of this game (loose) is \$20/R4. Role-Playing/First-Person RPG. SANTULLI SLANT: Or... "What I Did After Punch-Out!!", as the wire-frame, just-behind-the-back, player-guided combatant leaves the ring, takes up a sword, and proceeds to hack and slash his way through several rather dull stages of medieval clichés. I liked the "concept" behind Crossed Swords, it's the execution I'm not a fan of. The game just isn't very exciting. It's even got a dual player split-screen mode. Not good enough. [Gr: 6, So: 6, Ga: 5, Ov: 5] Released 10/1/1991. #37.

Cyber-Lip SNK \$50/R4

Developed by SNK. Affectionately referred to as the "poor man's Metal Slug." A solid first-gen action title with long levels and branching paths. The MVS version of this game (loose) is \$20/R4. Action/Platform/Shooter. Released 7/1/1991. #10.

Eightman SNK \$60/R5

Developed by Pallas. The MVS version of this game (loose) is \$25/R6. Fighting/Side-Scrolling. Released 11/10/1991. #25.

Fatal Fury SNK \$30/R3

a.k.a. Garou Densetsu

Developed by SNK. Fatal Fury added a new spin on the fighting genre by allowing players to jump between different playfields on the fighting stage. This game introduced the world to the Bogard brothers, Terry and Andy, who became some of SNK's most

flagship fighting characters. The MVS version of this game (loose) is \$10/R2. Fighting/Tournament Style. Released 12/20/1991. #33.

❑ **Fatal Fury 2** SNK \$30/R3

a.k.a. **Garou Densetsu 2**

Developed by SNK. Fatal Fury 2 allowed a much broader character selection and added all-new backgrounds. The MVS version of this game (loose) is \$10/R2. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 8, 8, 8, and a 7 (Out of 10). Released 3/5/1993. #47.

❑ **Fatal Fury 3: Road to the Final Victory** SNK \$100/R6

a.k.a. **Garou Densetsu 3**

Developed by SNK. The final title in the Fatal Fury series before the Real Bout series was unveiled. The MVS version of this game (loose) is \$25/R4. Fighting/Tournament Style. LANDMARK: Starting with Fatal Fury 3, Neo home carts came packaged in sturdy clamshell snap-lock cases rather than the flimsier old-style plastic cases. PERIODICALS: EGM gave this game a 8.5, 8, 7, and a 7 (Out of 10). Released 4/21/1995. #69.

❑ **Fatal Fury Special** SNK \$40/R3

a.k.a. **Garou Densetsu Special**

Developed by SNK. Fatal Fury Special refined the gameplay in Fatal Fury 2 to make this the most popular first-gen Fatal Fury game. Released between Fatal Fury 2 and Fatal Fury 3. The MVS version of this game (loose) is \$15/R3. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 9, 9, 8, and a 8 (Out of 10). Released 12/22/1993. #58.

❑ **Football Frenzy** SNK \$30/R3

Developed by SNK. If this is what the Japanese think American football is really like, it's no wonder everyone in Japan likes baseball. The MVS version of this game (loose) is \$25/R4. Sports/Football. Released 2/21/1992. #34.

❑ **Galaxy Fight** SNK \$90/R5

Developed by SunSoft. The MVS version of this game (loose) is \$25/R4. Fighting/Tournament Style. Released 2/25/1995. #78.

❑ **Garou: Mark of the Wolves** SNK \$500/R8

Developed by SNK. In the latest evolution of Fatal Fury, the series matures with an older Terry Bogard, who takes his arch-nemesis Geese's son under his wing for fight training. Painstaking attention to detail, many new characters, and awesome animation make this one of SNK's most highly regarded fighters. The MVS version of this game (loose) is \$65/R4. Fighting/Tournament Style. Released 2/25/2000. #253.

❑ **Ghost Pilots** SNK \$40/R3

Developed by SNK. Tanks prowl the ground and explosions abound in SNK's take on the 1942-style shooter genre. The MVS version of this game (loose) is \$50/R5. Shooter/Vertical Scrolling. Released 7/1/1991. #20.

❑ **Karnov's Revenge** SNK \$50/R4

a.k.a. **Fighter's History Dynamite**

Developed by Data East. The sequel to Fighter's History on the SNES. The MVS version of this game (loose) is \$25/R4. Fighting/Tournament Style. Released 4/28/1994. #66.

❑ **King of Fighters 2000, The** NGF \$300/R6

Developed by SNK. Neogeofreak (NGF), a US-based outfit, acquired the rights to produce the English version of KOF 2k using digital art files for the insert, sticker and manual provided by SNK of Japan. The MVS version of this game (loose) is \$50/R3. Fighting/Tournament Style. Released 12/1/2000. #257.

❑ **King of Fighters 2001, The** Brezzasoft \$150/R3

Developed by Eolith. Introduced the "Max 4-on-4" gameplay

system which allows for more versatility for fighter and striker selections. Available with a "classic" style grey-bordered insert variant. The MVS version of this game (loose) is \$55/R4. Fighting/Tournament Style. LANDMARK: The first Neo game released after the demise of SNK of Japan. Released 3/14/2002. #262.

❑ **King of Fighters 2002, The** Sun Amusements \$200/R3

Developed by Eolith. Available with a "classic" style grey-bordered insert variant. The MVS version of this game (loose) is \$65/R3. Fighting/Tournament Style. Released 12/18/2002. #265.

❑ **King of Fighters 2003, The** SNK Playmore \$300/R3

Developed by SNK Playmore. From the back of the box: "A portal to a new punch-fest opens!" KOF 2k3 ditched the striker system and introduces a new tag-style match to the venerable series. Available with a "classic" style grey-bordered insert variant. The MVS version of this game (loose) is \$125/R3. Fighting/Tournament Style. LANDMARK: The largest Neo game: 716 megs. Released 3/16/2004. #271.

❑ **King of Fighters '94, The** SNK \$100/R5

Developed by SNK. What happens when a successful fighting game developer decides to take their most popular characters from all their games, divide them into teams, and make them fight each other in an Earth-spanning tournament? The King of Fighters series is born. The MVS version of this game (loose) is \$15/R4. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 9, 9, 8, and a 8 (Out of 10). Released 10/1/1994. #55.

❑ **King of Fighters '95, The** SNK \$100/R5

Developed by SNK. King of Fighters '95 was the first KOF to allow players to mix and match fighters from their respective teams to create a "customized" 3-fighter lineup. The MVS version of this game (loose) is \$25/R5. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 8.5, 8, 7.5, and 7.5 (Out of 10). Released 9/1/1995. #84.

❑ **King of Fighters '96, The** SNK \$150/R6

Developed by SNK. This entry in the KOF series sported larger sprites and the infamous "boss" team. The MVS version of this game (loose) is \$25/R5. Fighting/Tournament Style. LANDMARK: This 362-meg blockbuster was the first to break the "max 330 mega" barrier printed on every Neo console ever produced. PERIODICALS: EGM gave this game a 8, 8, 7.5, and a 6.5 (Out of 10). Released 9/27/1996. #214.

❑ **King of Fighters '97, The** SNK \$125/R5

Developed by SNK. The MVS version of this game (loose) is \$45/R6. Fighting/Tournament Style. Released 9/25/1997. #232.

❑ **King of Fighters '98, The** SNK \$125/R4

Developed by SNK. This game blew the prior "meg count" record out of the water, weighing in at 683 megs with over 50 selectable characters. A fan favorite. The MVS version of this game (loose) is \$35/R3. Fighting/Tournament Style. Released 9/23/1998. #242.

❑ **King of Fighters '99, The** SNK \$150/R5

Developed by SNK. A fourth selectable character, known as a "striker", could be called to assist the player at the precise moment starting in KOF '99. The MVS version of this game (loose) is \$30/R4. Fighting/Tournament Style. Released 9/23/1999. #251.

❑ **King of the Monsters** SNK \$40/R3

Developed by SNK. SNK's attempt at a Godzilla-meets-Rampage style monster destruction game. The MVS version of this game (loose) is \$35/R3. Fighting/Side-Scrolling. Released 7/1/1991. #16.

❑ **King of the Monsters 2** SNK \$30/R3

Developed by SNK. The MVS version of this game (loose) is \$15/R2.

Fighting/Side-Scrolling. PERIODICALS: EGM gave this game a 7, 6, 5, and a 5 (Out of 10). Released 6/19/1992. #39.

❑ Last Blade 2, The **SNK** **\$450/R8**
a.k.a. Gekka no Kenshi 2

Developed by SNK. This Neo cart pushes the hardware with amazing heat effects and other graphical marvels not found in the Neo CD and Dreamcast ports. The MVS version of this game (loose) is \$55/R5. Fighting/Tournament Style. Released 1/28/1999. #243.

❑ Last Blade, The **SNK** **\$250/R7**
a.k.a. Gekka no Kenshi

Developed by SNK. SNK's second attempt at a "katana battle action game" following the successful Samurai Shodown series. Has a darker, classical theme that seems to focus more on the beauty and elegance of 19th-century samurai battles rather than just blood and guts. Features amazing orchestral scores and no-nonsense samurai characters. The MVS version of this game (loose) is \$35/R3. Fighting/Tournament Style. Released 1/29/1998. #234.

❑ Last Resort **SNK** **\$80/R4**

Developed by SNK. Little four-pixel men fall to the ground as you blow their spaceships to smithereens in this futuristic shooter with huge bosses. The MVS version of this game (loose) is \$75/R6. Shooter/Horizontal Scrolling. PERIODICALS: EGM gave this game a 6, 5, 5, and a 5 (Out of 10). Released 4/24/1992. #24.

❑ League Bowling **SNK** **\$50/R4**

Developed by SNK. Due to its low meg count, was originally released as a "budget" title at \$149, as opposed to the regular \$199 retail price. Features 4-player competitive play. The MVS version of this game (loose) is \$30/R4. Sports/Bowling. Released 7/1/1991. #19.

❑ Magician Lord **SNK** **\$30/R3**

Developed by ADK. Kids would drool over screenshots of this game, dreaming about the impossible: finding a Neo under the tree during the holidays, all due to the amazing graphics and vast mystic Magician Lord offered. The MVS version of this game (loose) is \$25/R4. Action/Platform/Hack & Slash. LANDMARK: This was a launch title in the US. PERIODICALS: EGM gave this game a 9, 9, 8, and a 8 (Out of 10). Released 7/1/1991. #5.

❑ Matrimelée **Sun Amusements** **\$200/R3**

a.k.a. Shin Goketsuji Ichizoku, or "New Power Instinct"

Developed by Atlus. A new addition to the "Power Instinct" series found on other platforms. The MVS version of this game (loose) is \$110/R3. Fighting/Tournament Style. Released 5/23/2003. #266.

❑ Metal Slug **SNK** **\$999/R9**

Developed by Nazca. Just as the release of the Sega Saturn and Sony PlayStation unveiled the possibilities of gaming in 3d, SNK quietly released what many consider one of the finest 2d action games ever created. Metal Slug is highly sought after, and for good reason: the quality of the animation and attention to detail in Metal Slug and its sequels are stunning, and its low production run makes it a centerpiece of any Neo collection. The MVS version of this game (loose) is \$50/R3. Action/Platform/Shooter. PERIODICALS: EGM gave this game a 7.5, 7.5, 7, and a 7 (Out of 10). Released 5/24/1996. #201.

❑ Metal Slug 2 **SNK** **\$600/R8**

Developed by SNK. Metal Slug 2 features new weapons, enemies and stages, but the action tends to slow down if the screen filled with too many enemies and bullets. The MVS version of this game (loose) is \$60/R4. Action/Platform/Shooter. Released 4/2/1998. #241.

❑ Metal Slug 3 **SNK** **\$325/R6**

Developed by SNK. Metal Slug 3 introduces branching paths and tons of new enemies and slugs. The fifth stage alone is almost as long as the four previous stages put together! Also, the only Neo title where the English version was released over a year after the Japanese version. 708 Megs. The MVS version of this game (loose) is \$95/R4. Action/Platform/Shooter. Released 9/17/2001. #256.

❑ Metal Slug 4 **BrezzaSoft** **\$275/R5**

Developed by Mega. Slug 4 adds some new vehicles and replaces 2 characters with new characters. Team up with a monkey with a gun (if you can find him) to waste the hordes of enemies you will encounter. Available with a "classic" style grey-bordered insert variant and blue-striped cartridge sticker. The MVS version of this game (loose) is \$110/R4. Action/Platform/Shooter. #263.

❑ Metal Slug 5 **SNK Playmore** **\$350/R7**

Developed by SNK Playmore. The original character lineup from the first games is brought back, now with the ability to use "slide" maneuvers to take out a variety of new enemies. Available with a "classic" style grey-bordered insert variant and blue-striped cartridge sticker. The MVS version of this game (loose) is \$150/R3. Action/Platform/Shooter. Released 2/17/2004. #268.

❑ Metal Slug X **SNK** **\$500/R7**

Developed by SNK. Amid complaints that Slug 2 was released prematurely, SNK gave the fans Metal Slug X. New monsters were added and slowdown was greatly reduced, among other tweaks. Although SNK USA once "liquidated" this title en masse at \$199 per copy before closing its doors, finding a copy today at a reasonable price is a completely different story. Released between Metal Slug 2 and 3. The MVS version of this game (loose) is \$65/R3. Action/Platform/Shooter. Released 5/27/1999. #250.

❑ Mutation Nation **SNK** **\$30/R3**

Developed by SNK. The MVS version of this game (loose) is \$20/R4. Fighting/Side-Scrolling. PERIODICALS: EGM gave this game a 7, 7, 6, and a 6 (Out of 10). Released 4/17/1992. #14.

❑ NAM-1975 **SNK** **\$30/R3**

Developed by SNK. A behind-the-back shooter reminiscent of Cabal or Dynamite Duke. Shoot your enemies by moving a target across the playfield as you advance through the stages, while rolling to dodge bullets. The MVS version of this game (loose) is \$30/R4. Shooter/Target Shooting "Gun Games". LANDMARK: The first Neo game: NGH-001. Released 7/1/1991. #1.

❑ Neo Turf Masters **SNK** **\$800/R8**

a.k.a. Big Tournament Golf

Developed by Nazca. Golf title from the makers of the Metal Slug series. Choose from 6 different golfers, all with silky-smooth swing animations, as you battle through the holes. Makes Top Player's Golf look like a Genesis game (no offense to Sega fans!). The MVS version of this game (loose) is \$75/R5. Sports/Golf. Released 3/1/1996. #200.

❑ Ninja Combat **SNK** **\$30/R3**

Developed by ADK. The MVS version of this game (loose) is \$20/R3. Fighting/Side-Scrolling. PERIODICALS: EGM gave this game a 6, 5, 4, and a 4 (Out of 10). Released 7/1/1991. #9.

❑ Ninja Commando **SNK** **\$100/R6**

Developed by ADK. The title is fitting: think of Commando, with ninjas instead of soldiers. Probably the rarest of the "dog-tag" style US-released games. The MVS version of this game (loose) is \$35/R4. Shooter/360 Degrees. Released 5/29/1992. #50.

❑ Ninja Master's **SNK** **\$600/R8**

Developed by ADK. This game slipped under the radar when it was released but is now viewed as one of the Neo's most solid fighters. Yes, its another Samurai-themed game; but it has original, interesting characters, solid graphics, and a very dark, serious

"mood" that sets it apart from the Samurai Shodown series. The MVS version of this game (loose) is \$55/R5. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 4.5, 4.5, 4 and a 3 (Out of 10). Released 6/28/1996. #217.

- Rage of the Dragons** **Brezasoft** **\$300/R6**
Developed by Evoga. Sequel to Double Dragon (Neo Geo version). Only 204 English copies of this game were produced, but it is traded and sold somewhat regularly. Available with a "classic" style grey-bordered insert variant. The MVS version of this game (loose) is \$35/R2. Fighting/Tournament Style. Released 9/26/2002. #264.
- Real Bout Fatal Fury** **SNK** **\$200/R6**
Developed by SNK. The Fatal Fury series embarks for new horizons with Real Bout Fatal Fury. As evidenced by the awesome game art on the cover, Geese Howard is back and he means business. Solid fighter with great characters. The MVS version of this game (loose) is \$25/R3. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 9.5, 8.5, 8.5, and a 8.5 (Out of 10). Released 1/26/1996. #95.
- Real Bout Fatal Fury 2: The Newcomers** **SNK** **\$350/R8**
Developed by SNK. Fatal Fury finally scraps the line-switch combat system and delivers a solid, colorful fighter with unique characters and frenzied gameplay. The MVS version of this game (loose) is \$35/R3. Fighting/Tournament Style. Released 4/29/1998. #240.
- Real Bout Fatal Fury Special** **SNK** **\$250/R7**
Developed by SNK. Released between Real Bout 1 and Real Bout 2. The MVS version of this game (loose) is \$40/R4. Fighting/Tournament Style. Released 2/28/1997. #223.
- Riding Hero** **SNK** **\$30/R3**
Developed by SNK. Akin to Sega's Hang-On, but with RPG and bike-upgrade elements. The MVS version of this game (loose) is \$60/R5. Racing/Motocross/Cycle. Released 1/7/1991. #6.
- Robo Army** **SNK** **\$30/R4**
Developed by SNK. The MVS version of this game (loose) is \$30/R4. Fighting/Side-Scrolling. Released 12/20/1991. #32.
- Samurai Shodown** **SNK** **\$35/R3**
a.k.a. Samurai Spirits
Developed by SNK. Samurai Shodown is one of those games in the Neo library where people finally stopped looking at SNK games as simple Capcom clones. When this game was released, people took notice - Capcom had nothing like it on the market. A landmark fighter with ninja characters, intense combat, and blood - unless, of course, you lived in the US. This game, when played on an English system, turned all the red blood into white blood. Rumor has it that the big shots at SNK USA were so upset with SNK Japan's decision to censor this game that they withheld the honorable "dog-tag" logo from the spine of the box. Fortunately, we have codes and debug chips to work around the blood problem today. The MVS version of this game (loose) is \$10/R2. Fighting/Tournament Style. PERIODICALS: EGM gave this game four 9's (Out of 10). Released 8/11/1993. #45.
- Samurai Shodown 2** **SNK** **\$50/R4**
a.k.a. Samurai Spirits 2
Developed by SNK. Features the artwork from the team who penned the anime "Ninja Scroll". Like it's predecessor, this game has gameplay so solid that, to many, it is as fun to play today (10 years later) as it was when it came out. The MVS version of this game (loose) is \$15/R2. Fighting/Tournament Style. EASTER EGGS: Come on, we want blood. So go to the options menu and change the country to Japan, then exit. Then go BACK to the options menu, change the country to USA and exit again. Now when you play the game, you've got blood. PERIODICALS: EGM gave this game an

average of 9.0 (out of 10). GameFan gave this game a 9.7 (out of 10). SANTULLI SLANT: This game reminds me of why I'm not such a great Street Fighter II player. It's because while most everyone was getting good at that series, I was playing the Samurai Shodown series. This sequel and the game before it concentrate less on combinations and fancy controller tricks and more on timing your attacks and defense. Add the terrific graphics and sound to a game that you can truly call easy to learn and difficult to master, and you have what we like to call a "classic" around here. [Gr: 9, So: 8, Ga: 10, Ov: 9] Released 12/2/1994. #63.

- Samurai Shodown 3: Blades of Blood** **SNK** **\$125/R5**
a.k.a. Samurai Spirits 3
Developed by SNK. Samurai Shodown 3, in many ways, was an overhaul to the popular series. The characters were redrawn with much larger, more animated sprites, and more gameplay options and fighting styles were available to the player. Unfortunately, some popular characters were removed from the line-up, and many had issues with the damage done by certain attacks. The MVS version of this game (loose) is \$30/R3. Fighting/Tournament Style. EASTER EGGS: To enable red blood, go into the options menu and highlight the "exit" option, then press A+B+C+D simultaneously. PERIODICALS: EGM gave this game a 8, 7, 7, and a 7 (Out of 10). Released 12/1/1995. #87.
- Samurai Shodown 4: Amakusa's Revenge** **SNK** **\$250/R7**
a.k.a. Samurai Spirits 4
Developed by SNK. Amakusa returns in what for years was thought to be the grand finale for the series on the Neo hardware. Players are still on the fence on whether or not they like the "Bust" and "Slash" character modes. The MVS version of this game (loose) is \$35/R4. Fighting/Tournament Style. EASTER EGGS: To enable red blood, go into the options menu and highlight the "exit" option, then press A+B+C+D simultaneously. PERIODICALS: EGM gave this game four 8's (Out of 10). Released 11/29/1996. #222.
- Samurai Shodown 5** **SNK Playmore** **\$275/R4**
a.k.a. Samurai Spirits Zero
Developed by Yuki Enterprise. "After seven years, relive the Samurai Shodown experience, back on Neo Geo!" exclaims the box for this late-release title. A dream come true for diehard fans, who loved the familiar gameplay and style; others, however, complained about reshaped backgrounds, lack of an English story mode, and no fatalities. The MVS version of this game (loose) is \$80/R3. Fighting/Tournament Style. EASTER EGGS: Yep, they are still censoring the Samurai games after all these years. For blood, go into the options menu and highlight the "exit" option, then press A+B+C+D simultaneously. Released 12/11/2003. #270.
- Savage Reign** **SNK** **\$100/R5**
a.k.a. Fu'un Mokujiroku
Developed by SNK. Prequel to the much more popular (and enjoyable) Kizuna Encounter: Super Tag Battle. The MVS version of this game (loose) is \$20/R4. Fighting/Tournament Style. Released 5/26/1995. #59.
- Sengoku** **SNK** **\$40/R3**
Developed by SNK. The MVS version of this game (loose) is \$15/R3. Fighting/Side-Scrolling. Released 7/1/1991. #17.
- Sengoku 2** **SNK** **\$120/R5**
Developed by SNK. A dark, brooding beat-em-up with demonic undertones and gratuitous blood and guts. The MVS version of this game (loose) is \$70/R5. Fighting/Side-Scrolling. Released 4/9/1993. #40.
- Sengoku 3** **SNK** **\$120/R4**
a.k.a. Sengoku Legends 2001

Developed by Noise Factory. As you complete the stages in this game, previously beaten opponents will join your side in the fight against evil. Released nearly a decade after Sengoku 2! The MVS version of this game (loose) is \$50/R4. Fighting/Side-Scrolling. **LANDMARK:** The last game before the "old" SNK of Japan went bankrupt and dissolved into new entities. Released 10/25/2001. #261.

- SNK vs. Capcom: SVC Chaos** **SNK Playmore** **\$250/R3**
Developed by SNK Playmore. If you could have asked Neo owners back in 1992 what their ultimate fantasy gaming experience would be, some may have said, "to fight Ken and Ryu from Street Fighter on my Neo Geo." Some dreams do come true. The MVS version of this game (loose) is \$125/R3. Fighting/Tournament Style. Released 11/14/2003. #269.
- Soccer Brawl** **SNK** **\$30/R4**
Developed by SNK. The MVS version of this game (loose) is \$20/R4. Sports/Soccer. Released 3/13/1992. #31.
- Spinmaster** **SNK** **\$50/R3**
a.k.a. Miracle Adventure
Developed by Data East. The MVS version of this game (loose) is \$60/R5. Action/Platform/Scrolling Screen. Released 2/18/1994. #62.
- Stakes Winner** **SNK** **\$500/R8**
Developed by Saurus. You have to love a game company that releases a \$200 sprite-based, Japanese-developed horse racing game in the wake of the 3D revolution. Not surprisingly, this game is pretty hard to track down. The MVS version of this game (loose) is \$20/R3. Traditional/Horse Racing. Released 10/27/1995. #88.
- Street Hoop** **SNK** **\$75/R6**
a.k.a. Dunk Dream
Developed by Data East. As far as we know, Japanese game developers probably know as much about basketball as they do American football. Fortunately, Street Hoop turned out to be a fun arcade-style basketball title, which is more than can be said for Football Frenzy. The MVS version of this game (loose) is \$25/R4. Sports/Basketball. Released 12/9/1994. #79.
- Super Baseball 2020** **SNK** **\$30/R3**
Developed by Pallas. We're a little over a decade away from 2020 and its hard to say just when major league baseball will get around to introducing robotic players and land mines in the outfield. Reality aside, this is a fun way to play baseball on the Neo if you prefer something a little more "left field" than the Baseball Stars series. The MVS version of this game (loose) is \$30/R4. Sports/Baseball. Released 10/25/1991. #30.
- Super Sidekicks** **SNK** **\$40/R5 -**
a.k.a. Tokuten Oh
Developed by SNK. The Super Sidekicks series proved very popular in the arcades, but the first game was riddled with gameplay "issues" and would even crash in championship mode. For collector's only. The MVS version of this game (loose) is \$15/R3. Sports/Soccer. **PERIODICALS:** EGM gave this game a 7, 7, 6, and a 6 (Out of 10). Released 2/19/1993. #52.
- Super Sidekicks 2** **SNK** **\$40/R3**
a.k.a. Tokuten Oh 2
Developed by SNK. Super Sidekicks 2 delivers a more enjoyable soccer experience than part one, especially in 2-player mode. The MVS version of this game (loose) is \$25/R2. Sports/Soccer. **PERIODICALS:** EGM gave this game a 9, 8, 8, and a 7 (Out of 10). Released 5/27/1994. #61.
- Super Sidekicks 3: The Next Glory** **SNK** **\$75/R5**

a.k.a. Tokuten Oh 3

Developed by SNK. Like its predecessors, all the popular soccer-playing countries' teams are here. This game proved so popular that SNK decided to use the exact same engine for its final Neo Geo soccer title, Neo Geo Cup '98, released almost 3 years later. The MVS version of this game (loose) is \$35/R4. Sports/Soccer. **PERIODICALS:** EGM gave this game a 8 and a 8 (Out of 10). Released 4/7/1995. #81.

- Super Spy, The** **SNK** **\$30/R3**
Developed by SNK. The MVS version of this game (loose) is \$25/R4. Action/Military/Stealth Adventure. Released 7/1/1991. #11.
- Thrash Rally** **SNK** **\$25/R3**
Developed by ADK. The MVS version of this game (loose) is \$35/R5. Racing/Rally/Off-Road. Released 12/20/1991. #38.
- Top Hunter** **SNK** **\$75/R4**
Developed by SNK. Somewhere between Cyber Lip and Metal Slug in the spectrum of action side-scrollers on the Neo. Features very simple team-based gameplay and colorful graphics. The MVS version of this game (loose) is \$45/R5. Action/Platform/Scrolling Screen. **PERIODICALS:** EGM gave this game a 8, 8, 6, and a 6 (Out of 10). Released 6/24/1994. #46.
- Top Player's Golf** **SNK** **\$30/R3**
Developed by SNK. The MVS version of this game (loose) is \$15/R3. Sports/Golf. Released 7/1/1991. #3.
- Viewpoint** **SNK** **\$120/R5**
Developed by Sammy. This popular ZXoon-like shooter saw many ports on other systems, such as Genesis and PlayStation. The Neo version is known for its pounding techno soundtrack, challenging gameplay, and awesome per-rendered graphics. The MVS version of this game (loose) is \$80/R6. Shooter/Scrolling Isometric. Released 12/11/1992. #51.
- Voltage Fighter Gowcaizer** **SNK** **\$300/R7**
a.k.a. Chojin Kakuen Gowcaizer
Developed by Technos. Based on the Japanese anime of the same name, with artwork and character design by the popular M. Obari. The MVS version of this game (loose) is \$55/R7. Fighting/Tournament Style. Released 10/20/1995. #94.
- Windjammers** **SNK** **\$120/R6**
a.k.a. Flying Power Disk
Developed by Data East. Frisbee game where the object is to spin, hurl, toss or lob the disc beyond your opponent on the opposite side of the screen. A souped up Pong for 1994? Maybe, but it sure is fun. The MVS version of this game (loose) is \$35/R4. Sports/Other Sports. Released 4/8/1994. #65.
- World Heroes** **SNK** **\$30/R3**
Developed by ADK. World Heroes obviously borrows heavily from Capcom's Street Fighter series. While it doesn't stand up so well today, the World Heroes series was quite successful in the arcades right alongside Street Fighter 2 cabinets during its heyday in the early 90's. The MVS version of this game (loose) is \$10/R2. Fighting/Tournament Style. Released 9/11/1992. #53.
- World Heroes 2** **SNK** **\$30/R3**
Developed by ADK. World Heroes 2 was a major upgrade for the series, introducing all new backgrounds and many new characters. The MVS version of this game (loose) is \$10/R2. Fighting/Tournament Style. **PERIODICALS:** EGM gave this game four 8's (Out of 10). Released 6/4/1993. #57.
- World Heroes 2 Jet** **SNK** **\$40/R3**
Developed by ADK. Hardly a year passed after World Heroes 2 was released before World Heroes 2 Jet came out. Two more characters were added as well as a few new backgrounds. The MVS

version of this game (loose) is \$15/R3. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 9, 8, 8, and a 8 (Out of 10). Released 6/10/1994. #64.

- ☐ **World Heroes Perfect** SNK \$275/R7
Developed by ADK. The MVS version of this game (loose) is \$45/R4. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 9, 8.5, 8.5, and a 8 (Out of 10). #90.
Total # of items for this section: 89

NON U.S. GAME RELEASES

Europe

- ☐ **Double Dragon** SNK \$500/R8
Developed by Technos. This one-on-one fighter based on the movie of the same name quite different from the more popular 80s brawler. The English version saw a very limited release in Europe only. The MVS version of this game (loose) is \$35/R4. Fighting/Tournament Style. Released 3/31/1995. ©1995 Technos of Japan. #82.
- ☐ **Kizuna Encounter: Super Tag Battle** SNK \$999/R10
a.k.a. Fu'un Super Tag Battle
Developed by SNK. Most consider this to be among the rarest released games of all time. However insane it may seem, copies of this game have reportedly changed hands in the five-figure range. The sequel to *Savage Reign* saw a very limited English release in Europe only: the Japanese version, while much easier to find than the European version, is still hard to come by and fetches a high price (\$500). A tag-team fighter with seven unique characters. The MVS version of this game (loose) is \$70/R6. Fighting/Tournament Style. Released 11/8/1996. #216.

- ☐ **Puzzled** SNK \$120/R5
a.k.a. Joy Joy Joy Kid
Developed by SNK. It is thought that SNK declined releasing *Puzzled* in the US as a launch title because of Nintendo's multi-platform legal battle against Tetris clones. This game offers some innovation, however: you must free a captive air balloon trapped inside the blocks to complete a level. The MVS version of this game (loose) is \$45/R5. Puzzle/Action. Released 7/1/1991. #21.

- ☐ **Super Sidekicks 4: The Ultimate 11** SNK \$999/R10
a.k.a. Tokuten Oh 4: Hanoo no Libero
Developed by SNK. Strangely, SNK chose to use *Super Sidekicks 3* as the blueprint for its 1998 soccer release, *Neo Geo Cup '98*, rather than this game, which features more realistic graphics and intense gameplay. Released around the same time in Europe as *Kizuna Encounter* and is about equally rare (just short of impossible to find) in English form. The Japanese version, while still a rare game, is a more realistic option for most collectors. The MVS version of this game (loose) is \$40/R4. Sports/Soccer. Released 12/20/1996. #215.

Total # of items for this section: 4

Japan

- ☐ **Ashita no Joe Densetsu** SNK \$75/R5
a.k.a. Legend of Success Joe
Developed by Wave. This game is based on the "Ashita no Joe" anime franchise, and is considered by many to be the worst game on the system. Guide Joe through thug-infested levels ending with super difficult boxing matches on his path to the title belt in the only boxing game on the Neo. The MVS version of this game (loose) is \$45/R6. Fighting/Side-Scrolling. LANDMARK: Legend of Success

Joe was the only non-mahjong launch title that didn't see an English version release. Released 8/30/1991. #29.

- ☐ **Bakatonosama Manyuki Mahjong** SNK \$120/R4
Developed by Monolith. The MVS version of this game (loose) is \$60/R5. Traditional/Mahjong. Released 12/20/1991. #36.
- ☐ **Blazing Star** SNK \$600/R7
Developed by Yumekobo. *Blazing Star* proves that the Neo can handle jaw-dropping shooters with the same ease as its top-tier fighting games. This shooter features dazzling graphics including amazing pre-rendered backgrounds, awesome enemies and bosses, and overall amazing presentation. It is a shame this one never made it stateside as an English release. The MVS version of this game (loose) is \$50/R4. Shooter/Horizontal Scrolling. EASTER EGGS: Hold right on the joystick along with the D button on both the one player and two player sides at the character select screen, then select your character to access a stage select screen. Released 2/19/1998. #235.
- ☐ **Breakers** SNK \$350/R6
Developed by Visco. The MVS version of this game (loose) is \$30/R5. Fighting/Tournament Style. Released 3/21/1996. #230.
- ☐ **Chibi MarukoChan Deluxe Quiz** SNK \$999/R9
Developed by Takara. Play as young Maruko-chan in a bizarre game show filled with strange mini-games and wacky anime characters. This title is noted more for its scarcity and uniqueness than its actual playability, especially to western gamers. The MVS version of this game (loose) is \$45/R5. Traditional/Game Show. Released 1/26/1996. #206.
- ☐ **Magical Drop 2** SNK \$300/R6
Developed by Data East. A fresh take on bubble-based puzzlers. This game allows players to select characters based on different strengths and weaknesses to compete in a frantic balloon-tossing marathon. The MVS version of this game (loose) is \$35/R3. Puzzle/Action. Released 4/19/1996. #221.
- ☐ **Magical Drop 3** SNK \$350/R6
Developed by Data East. The latest in the tarot-themed puzzler series adds competitive, survival and story modes to the successful gameplay from the first game. This game is so fast you may break your precious oversized joysticks! The MVS version of this game (loose) is \$50/R4. Puzzle/Action. Released 4/25/1997. #233.
- ☐ **Mahjong Kyo Retsuden** SNK \$35/R3
Developed by SNK. The MVS version of this game (loose) is \$55/R4. Traditional/Mahjong. Released 7/1/1991. #4.
- ☐ **Mahjong Minnasano Okagesamadesu** SNK \$40/R3
Developed by Monolith. The MVS version of this game (loose) is \$60/R5. Traditional/Mahjong. Released 7/1/1991. #27.
- ☐ **Neo Geo Cup '98** SNK \$120/R4
Developed by SNK. Almost completely identical to *Super Sidekicks 3*, except it came out about 4 years later and has a different title screen. The MVS version of this game (loose) is \$35/R4. Sports/Soccer. Released 7/30/1998. #244.
- ☐ **Over Top** SNK \$350/R7
Developed by ADK. Overhead racing game that saw limited release in Japan. One of the only Neo titles to actually save high scores (lap times) on the memory card. The MVS version of this game (loose) is \$65/R6. Racing/Street Racing. Released 5/24/1996. #212.
- ☐ **Pulstar** SNK \$450/R6
Developed by Alcom. Some consider this the spiritual successor to

R-Type, except you cannot detach your option. Extremely challenging. The MVS version of this game (loose) is \$50/R4. Shooter/Horizontal Scrolling. EASTER EGGS: Pulstar too hard for you? To jump ahead into the later stages, when you select a stage at the stage select screen, press A+B+C+D at the same time. You will start the game 4 stages after the one you selected. Released 9/29/1995. #89.

- ❑ **Quiz Daisousa Sen** SNK \$40/R3
a.k.a. **Quiz Detective, The**
Developed by SNK. The first Neo quiz game. Although entirely Japanese, English gamers can stumble through to the finish with a memory card and a little luck. The MVS version of this game (loose) is \$45/R4. Puzzle/Trivia/Quiz. Released 8/30/1991. #23.
- ❑ **Quiz King of Fighters** SNK \$60/R4
Developed by Saurus. The MVS version of this game (loose) is \$50/R4. Puzzle/Trivia/Quiz. Released 3/10/1995. #80.
- ❑ **Quiz Meitantei Neo & Geo** SNK \$120/R5
a.k.a. **Quiz Detective 2, The**
Developed by SNK. The MVS version of this game (loose) is \$60/R5. Puzzle/Trivia/Quiz. Released 4/24/1992. #42.
- ❑ **Shin-Oh-Ken** SNK \$250/R6
a.k.a. **Ragnagard**
Developed by Saurus. The only Neo fighter featuring pre-rendered characters in the Killer Instinct vein. The MVS version of this game (loose) is \$40/R4. Fighting/Tournament Style. PERIODICALS: EGM gave this game a 6, 4.5, 4.5, and a 3.5 (Out of 10). Released 7/26/1996. #218.
- ❑ **Shock Troopers 2nd Squad** SNK \$250/R6
Developed by Saurus. Sequel to Shock Troopers, which only came out in the arcades. Ikari Warriors-style shoot em up with rendered bosses, huge explosions and power-ups. The MVS version of this game (loose) is \$45/R4. Shooter/360 Degrees. Released 6/24/1999. #246.
- ❑ **Shogi no Tatsujin** SNK \$150/R7
a.k.a. **Master of Syougi**
Developed by ADK. A game of Japanese chess. Japanese only text. The MVS version of this game (loose) is \$55/R5. Traditional/Board Game. Released 10/13/1995. #203.
- ❑ **Sonic Wings 3** SNK \$120/R4
a.k.a. **Aero Fighters 3**
Developed by Video System. The MVS version of this game (loose) is \$50/R4. Shooter/Vertical Scrolling. PERIODICALS: EGM gave this game a 6, 5.5, 5, and a 3 (Out of 10). Released 11/17/1995. #97.
- ❑ **Stakes Winner 2** SNK \$200/R6
Developed by Saurus. SNK likely overlooked this title for an English release due to lack of interest in the first game. However, this game adds improved gameplay with horse upgrading and money management elements. The MVS version of this game (loose) is \$20/R3. Traditional/Horse Racing. Released 12/13/1996. #227.
- ❑ **Tengai Makyo Shinden** SNK \$120/R5
a.k.a. **Kabuki Klash**
Developed by Hudson Soft. A cartoony one-on-one fighter based on the Tengai Makyo (Far East of Eden) anime series. The MVS version of this game (loose) is \$25/R3. Fighting/Tournament Style. Released 7/2/1995. #92.
- ❑ **Twinkle Star Sprites** SNK \$600/R7
Developed by ADK. Filiers for this game proudly exclaim: "At last! Competitive match play shooting!" Well, we don't specifically remember fans clamoring for a competitive shooting game back in late '96, but SNK nevertheless brought out a completely original

title that achieved massive cult success and resulted in numerous ports. Shoot more of the enemies than your opponent and send massive waves of enemies to their side of the screen. To some, this game is too niche and cute; to others, this is ADK at their very best. The MVS version of this game (loose) is \$115/R7. Shooter/Vertical Scrolling. Released 1/31/1997. #224.

- ❑ **Waku Waku 7** SNK \$350/R7
Developed by SunSoft. The MVS version of this game (loose) is \$75/R6. Fighting/Tournament Style. Released 12/27/1996. #225.

Total # of items for this section: 23

PROTOTYPE/ AND ONE OF A KIND/

- ❑ **Ghostlop** SNK \$0/R9
Developed by Data East. A MVS prototype of Ghostlop was discovered in early 2003, and of few illegitimate home cart copies were subsequently produced. Sort of a cross between Bust-A-Move, Arkanoid and Ikaruga; toss a ball towards the ghosts while changing its color in mid-flight to knock out ghosts of that color, then catch it on its way down. First announced in 1996, but has no copyright date. Unreleased. Puzzle/Action. #228.

Total # of items for this section: 1

HARDWARE AND PERIPHERAL/

- ❑ **Console, Neo Geo AES (home) System** SNK \$225/R6
The price above should get you a working unit with hookups and a controller. Expect that price to go up as you add a box, more controllers, and popular modifications, such as S-video and stereo outputs and a new "debug" bios chip, which allows home users to add credits, set their home console into "MVS" mode, and access DIP switch settings.
- ❑ **Console, Neo Geo CD (top loading)** SNK \$150/R4
The second revision of the Neo CD had a top-loading design, but featured the same underlying hardware as the previous model. Released in the US, Japan, and other overseas markets.
- ❑ **Controller, Neo Geo CD Joypad** SNK \$35/R3
The Neo CD pads were packaged with the Neo CD and CDZ systems. They feature an 8-way pad and 4 multi-colored buttons in a diamond arrangement. Works fully on both Neo cartridge and CD systems.
- ❑ **Controller, Neo Geo CD Joystick** SNK \$40/R3
SNK redesigned their joysticks upon release of the CD system, adopting a "jellybean" shape and modifying the stick itself. Works fully on both Neo cartridge and CD systems.
- ❑ **Controller, Original** SNK \$50/R3
These came packaged with the original Neo Geo Gold and Silver units at launch, and could be purchased separately. Have a rectangular design and four buttons. Works full on both Neo cartridge and CD systems.
- ❑ **Phantom-1 Converter** !Arcade! \$250/R3
The Phantom-1 allows users to play MVS cartridges on their home

cartridge (AES) system. Slide your MVS cartridge into the converter, then plug the converter into the cartridge slot like a normal home cartridge. Enables AES owners to enjoy MVS exclusive titles, as well as offering an option to avoid high-priced AES carts in favor of their cheaper MVS counterparts.

Total # of items for this section: 6

Japan

- ☐ **Console, Neo Geo CD (front loading)** SNK \$175/R6
The first incarnation of the Neo CD unit was released only in Japan. The unit itself was extremely large and featured a front tray-loading design.
 - ☐ **Console, Neo Geo CDZ** SNK \$250/R6
The Neo Geo CDZ was released amid complaints that the original unit had unbearable loading times on certain games. Many say this unit has a faster drive than the original, but it actually just has more cache memory for storing information. While some speed improvements could be seen, the unit was still slow on larger games, and it was never released outside Japan.
 - ☐ **Controller, Hori Fighting Stick NEO** Hori \$40/R4
 - ☐ **Controller, Hori Fighting Stick NEO II** Hori \$40/R4
 - ☐ **Controller, Mahjong Controller** SNK \$100/R7
In Japan, the Neo launched with three mahjong titles simultaneously. This controller was released during the same period and features a design reminiscent of the "old-style" original Neo joysticks, except there is no joystick and there are multiple smaller buttons for issuing mahjong-specific commands.
- Total # of items for this section: 5

CD ROM GAMES

- ☐ **3 Count Bout (CD)** SNK \$18/R4
a.k.a. **Fire Suplex**
The only wrestling title on the Neo is brought to the CD library. Fighting/Wrestling. Released 4/21/1995. #43.
- ☐ **Aero Fighters 2 (CD)** Video System \$20/R3
a.k.a. **Sonic Wings 2**
Also on cartridge. Shooter/Vertical Scrolling. Released 9/29/1994. #75.
- ☐ **Aero Fighters 3 (CD)** Video System \$30/R5
a.k.a. **Sonic Wings 3**
Shooter/Vertical Scrolling. Released 12/8/1995. #97.
- ☐ **Aggressors of Dark Kombat (CD)** ADK \$10/R3
a.k.a. **Tsukai Gan Gan Koshinkyoku**
Also on cartridge. ADK stands for "Alpha Denshi Corporation". Fighting/Tournament Style. Released 1/13/1995. #74.
- ☐ **Alpha Mission 2 (CD)** SNK \$18/R4
a.k.a. **ASO II: Last Guardian**
Also on cartridge. Shooter/Vertical Scrolling. Released 9/9/1994. #7.
- ☐ **Art of Fighting (CD)** SNK \$20/R4
a.k.a. **Ryuuko No Ken**
Also on cartridge. Fighting/Tournament Style. Released 9/9/1994. #44.
- ☐ **Art of Fighting 2 (CD)** SNK \$20/R4
a.k.a. **Ryuuko No Ken 2**
Also on cartridge. Fighting/Tournament Style. Released 9/9/1994. #56.
- ☐ **Art of Fighting 3: Path of the Warrior (CD)** SNK \$20/R4
a.k.a. **Ryuuko No Ken Gaiden**
Due to the number of animation frames in the cartridge version, characters had to be shortened and certain frames removed for the CD release. This game was also released in a "limited edition" variant that included a nifty blue box and an Art of Fighting coin that commands about a \$30 premium over the regular version. Fighting/Tournament Style. Released 9/14/1996. #96.
- ☐ **Baseball Stars 2 (CD)** SNK \$20/R4
Also on cartridge. Sports/Baseball. Released 9/9/1994. #41.
- ☐ **Baseball Stars Professional (CD)** SNK \$25/R5
Also on cartridge. Sports/Baseball. Released 4/21/1995. #2.
- ☐ **Blue's Journey (CD)** ADK \$12/R3
a.k.a. **Raguy**
Also on cartridge. ADK stands for "Alpha Denshi Corporation". Action/Platform/Scrolling Screen. Released 10/31/1994. #22.
- ☐ **Breakers (CD)** Visco \$80/R7
Fighting/Tournament Style. #230.
- ☐ **Burning Fight (CD)** SNK \$15/R4
Also on cartridge. Fighting/Side-Scrolling. Released 9/9/1994. #18.
- ☐ **Bust-a-Move (CD)** Taito \$25/R4
a.k.a. **Puzzle Bobble**
Bust-A-Move is certainly one of the Neo's all time success stories. This game has spawned a million sequels and spin-offs on dozens of platforms and still makes arcade operators tons of money. Features Bub and Bob from Taito's Bubble Bobble games. Destroy the bubbles by matching like colors before the top of the screen "squishes" the cute dinosaurs. Why such a popular game never saw an official home cartridge release baffles many Neo fans, but at least we got the excellent CD version to enjoy. Puzzle/Action. Released 4/27/1995. #83.
- ☐ **Crossed Swords (CD)** ADK \$10/R3
Also on cartridge. ADK stands for "Alpha Denshi Corporation". Role-Playing/First-Person RPG. Released 10/31/1994. #37.
- ☐ **Cyber Lip (CD)** SNK \$40/R6
Also on cartridge. Action/Platform/Shooter. Released 4/21/1995. #10.
- ☐ **Double Dragon (CD)** Technos \$15/R4
See the cartridge version in Non-US Game Releases for more details. See also "Amer Technos". Fighting/Tournament Style. Released 6/2/1995. #82.
- ☐ **Fatal Fury (CD)** SNK \$20/R4
a.k.a. **Garou Densetsu**
Also on cartridge. Fighting/Tournament Style. Released 9/9/1994. #33.
- ☐ **Fatal Fury 2 (CD)** SNK \$15/R4
a.k.a. **Garou Densetsu 2**
Also on cartridge. Fighting/Tournament Style. Released 9/9/1994. #47.

- ❑ Fatal Fury 3: Road to the Final Victory (CD)** **SNK** **\$15/R3**
a.k.a. **Garou Densetsu 3**
Also on cartridge. Fighting/Tournament Style. Released 4/28/1995. #69.
- ❑ Fatal Fury Special (CD)** **SNK** **\$15/R3**
a.k.a. **Garou Densetsu Special**
Also on cartridge. Fighting/Tournament Style. Released 9/9/1994. #58.
- ❑ Football Frenzy (CD)** **SNK** **\$10/R3**
Also on cartridge. Sports/Football. Released 9/9/1994. #34.
- ❑ Galaxy Fight (CD)** **SunSoft** **\$18/R3**
Also on cartridge. Fighting/Tournament Style. Released 4/21/1995. #78.
- ❑ Ghost Pilots (CD)** **SNK** **\$20/R4**
Also on cartridge. Shooter/Vertical Scrolling. Released 3/17/1995. #20.
- ❑ Kabuki Klash (CD)** **Hudson** **\$22/R4**
a.k.a. **Tengai Makyo Shinden**
See the cartridge version in Non-US Game Releases for more details. Fighting/Tournament Style. Released 1/24/1995. #92.
- ❑ Karnov's Revenge (CD)** **Data East** **\$15/R3**
a.k.a. **Fighters History Dynamite**
Also on cartridge. Fighting/Tournament Style. Released 12/22/1994. #66.
- ❑ King of Fighters '94, The (CD)** **SNK** **\$18/R3**
Also on cartridge. Fighting/Tournament Style. Released 1/22/1994. #55.
- ❑ King of Fighters '95, The (CD)** **SNK** **\$18/R3**
Also on cartridge. Fighting/Tournament Style. Released 9/29/1995. #84.
- ❑ King of Fighters '96, The (CD)** **SNK** **\$22/R3**
Also on cartridge. Fighting/Tournament Style. Released 10/25/1996. #214.
- ❑ King of Fighters '97, The (CD)** **SNK** **\$22/R4**
Also on cartridge. Fighting/Tournament Style. Released 10/30/1997. #232.
- ❑ King of Fighters '98, The (CD)** **SNK** **\$25/R4**
Also available in a "KOF '98 Special Box" edition. Fighting/Tournament Style. Released 12/23/1998. #242.
- ❑ King of Fighters '99, The (CD)** **SNK** **\$25/R3**
Also on cartridge. Fighting/Tournament Style. Released 12/2/1999. #251.
- ❑ King of the Monsters 2 (CD)** **SNK** **\$10/R3**
Also on cartridge. Fighting/Side-Scrolling. Released 9/9/1994. #39.
- ❑ Last Blade 2, The (CD)** **SNK** **\$40/R6**
a.k.a. **Gekka no Kenshi 2**
Although Last Blade 2 is for the most part a faithful version of the cartridge-based original, the load times are horrendous due to the massive animation frames, and certain background special effects were removed. Fighting/Tournament Style. Released 2/27/1999. #243.
- ❑ Last Blade, The (CD)** **SNK** **\$30/R5**
a.k.a. **Gekka no Kenshi**
Also on cartridge. Fighting/Tournament Style. Released 3/26/1998. #234.
- ❑ Last Resort (CD)** **SNK** **\$25/R4**
Also on cartridge. Shooter/Horizontal Scrolling. Released 9/9/1994. #24.
- ❑ League Bowling (CD)** **SNK** **\$12/R4**
Also on cartridge. Sports/Bowling. Released 9/9/1994. #19.
- ❑ Magical Drop 2 (CD)** **Data East** **\$30/R6**
See the cartridge version in Non-US Game Releases for more details. Puzzle/Action. Released 5/24/1996. #221.
- ❑ Magician Lord (CD)** **ADK** **\$25/R4**
Also on cartridge. ADK stands for "Alpha Denshi Corporation". Action/Platform/Hack & Slash. Released 10/31/1994. #5.
- ❑ Mahjong Kyo Retsuden (CD)** **SNK** **\$18/R4**
Traditional/Mahjong. Released 9/9/1994. #4.
- ❑ Metal Slug (CD)** **Nazca** **\$90/R6**
Many Neo fans actually prefer the Neo CD version over the hugely expensive cartridge counterpart, thanks to improved CD music and cool extras like a gallery option. Action/Platform/Shooter. Released 7/5/1996. #201.
- ❑ Metal Slug 2 (CD)** **SNK** **\$75/R6**
Also on cartridge. Action/Platform/Shooter. Released 6/25/1998. #241.
- ❑ Mutation Nation (CD)** **SNK** **\$18/R4**
Also on cartridge. Fighting/Side-Scrolling. Released 2/25/1995. #14.
- ❑ NAM 1975 (CD)** **SNK** **\$20/R4**
Also on cartridge. Shooter/Target Shooting "Gun Games". Released 9/9/1994. #1.
- ❑ Neo Driftout (CD)** **Visco** **\$75/R7**
Unique rally-style racing game featuring overhead graphics similar to Over Top. Although this game was released on MVS, no home cart version was ever made for any region. Racing/Rally/Off-Road. Released 7/26/1996. #213.
- ❑ Neo Turf Masters (CD)** **Nazca** **\$35/R5**
a.k.a. **Big Tournament Golf**
Also on cartridge. Sports/Golf. Released 5/1/1996. #200.
- ❑ Ninja Combat (CD)** **ADK** **\$15/R4**
Also on cartridge. ADK stands for "Alpha Denshi Corporation". Fighting/Side-Scrolling. Released 10/31/1994. #9.
- ❑ Ninja Commando (CD)** **ADK** **\$20/R4**
Also on cartridge. ADK stands for "Alpha Denshi Corporation". Shooter/360 Degrees. Released 10/31/1994. #50.
- ❑ Ninja Master's (CD)** **ADK** **\$75/R5**
Also on cartridge. ADK stands for "Alpha Denshi Corporation". Fighting/Tournament Style. Released 9/27/1996. #217.
- ❑ Over Top (CD)** **ADK** **\$60/R7**
See the cartridge version in Non-US Game Releases for more details. ADK stands for "Alpha Denshi Corporation". Racing/Street Racing. Released 7/5/1996. #212.
- ❑ Pleasure Goal Street Soccer Saurus 5-on-5 (CD)** **\$60/R6**
a.k.a. **Futsal**
Another CD title that did come out in the arcades, but never saw a home cart release. Pleasure Goal ditches the seriousness of the Super Sidekicks series in favor of a more frenzied gameplay experience. Sports/Soccer. Released 7/19/1996. #219.
- ❑ Power Spikes 2 (CD)** **Video System** **\$20/R4**
The Neo's only volleyball title looks a lot like Super Volleyball on the

TurboGrafx-16. Available also on MVS (arcade) cartridge.
Sports/Volleyball. Released 3/18/1995. #68.

☐ **Pulstar (CD)** **Aicom** **\$75/R6**

See the cartridge version in Non-US Game Releases for more details. Shooter/Horizontal Scrolling. Released 10/27/1995. #89.

☐ **Puzzled (CD)** **SNK** **\$25/R5**

a.k.a. Joy Joy Kid

Also on cartridge. Puzzle/Action. Released 9/9/1994. #21.

☐ **Ragnagard (CD)** **Saurus** **\$30/R5**

a.k.a. Shinoken

See the cartridge version in Non-US Game Releases for more details. Fighting/Tournament Style. Released 8/23/1996. #218.

☐ **Real Bout Fatal Fury (CD)** **SNK** **\$18/R4**

Also on cartridge. Fighting/Tournament Style. Released 2/23/1996. #95.

☐ **Real Bout Fatal Fury 2: The Newcomers (CD)** **SNK** **\$20/R4**

Also on cartridge. Fighting/Tournament Style. Released 7/23/1998. #240.

☐ **Real Bout Fatal Fury Special (CD)** **SNK** **\$20/R4**

Also on cartridge. Fighting/Tournament Style. Released 3/30/1997. #223.

☐ **Riding Hero (CD)** **SNK** **\$25/R4**

Also on cartridge. Racing/Motocross/Cycle. Released 5/26/1995. #6.

☐ **Robo Army (CD)** **SNK** **\$22/R4**

Fighting/Side-Scrolling. Released 4/21/1995. #32.

☐ **Samurai Shodown (CD)** **SNK** **\$10/R3**

a.k.a. Samurai Spirits

Also on cartridge. Fighting/Tournament Style. Released 9/9/1994. #45.

☐ **Samurai Shodown 2 (CD)** **SNK** **\$10/R3**

a.k.a. Samurai Spirits 2

Also on cartridge. Fighting/Tournament Style. Released 12/15/1994. #63.

☐ **Samurai Shodown 3: Blades of Blood (CD)** **SNK** **\$12/R3**

a.k.a. Samurai Spirits 3

Also on cartridge. Fighting/Tournament Style. Released 12/29/1995. #87.

☐ **Samurai Shodown 4: Amakusa's Revenge (CD)** **SNK** **\$15/R3**

a.k.a. Samurai Spirits 4

Also on cartridge. Fighting/Tournament Style. Released 12/27/1996. #222.

☐ **Savage Reign (CD)** **SNK** **\$15/R4**

a.k.a. Fu'un Mokujiroku

Also on cartridge. Fighting/Tournament Style. Released 6/16/1995. #59.

☐ **Sengoku (CD)** **SNK** **\$25/R4**

Also on cartridge. Fighting/Side-Scrolling. Released 3/17/1995. #17.

☐ **Sengoku 2 (CD)** **SNK** **\$20/R4**

Also on cartridge. Fighting/Side-Scrolling. Released 3/17/1995. #40.

☐ **Soccer Brawl (CD)** **SNK** **\$15/R4**

Also on cartridge. Sports/Soccer. Released 3/31/1995. #31.

☐ **Stakes Winner (CD)** **Saurus** **\$10/R3**

a.k.a. Stakes Winner CI CD

Also on cartridge. Traditional/Horse Racing. Released 3/23/1996. #88.

☐ **Street Hoop (CD)** **Data East** **\$12/R4**

a.k.a. Dunk Dream

Also on cartridge. Sports/Basketball. Released 1/20/1995. #79.

☐ **Super Baseball 2020 (CD)** **Pallas** **\$10/R3**

Also on cartridge. Sports/Baseball. Released 2/25/1995. #30.

☐ **Super Sidekicks (CD)** **SNK** **\$12/R4**

a.k.a. Tokuten Oh

Also on cartridge. Sports/Soccer. Released 3/31/1995. #52.

☐ **Super Sidekicks 2 (CD)** **SNK** **\$12/R4**

a.k.a. Tokuten Oh 2

Also on cartridge. Sports/Soccer. Released 9/9/1994. #61.

☐ **Super Sidekicks 3 (CD)** **SNK** **\$20/R5**

a.k.a. Tokuten Oh 3

Also on cartridge. Sports/Soccer. Released 6/23/1995. #81.

☐ **Super Spy, The (CD)** **SNK** **\$18/R3**

Also on cartridge. Action/Military/Stealth Adventure. Released 9/9/1994. #11.

☐ **Thrash Rally (CD)** **ADK** **\$20/R4**

a.k.a. Rally Cross CD

ADK stands for "Alpha Denshi Corporation". Racing/Rally/Off-Road. Released 10/31/1994. #38.

☐ **Top Hunter (CD)** **SNK** **\$22/R4**

Also on cartridge. Action/Platform/Scrolling Screen. Released 9/29/1994. #46.

☐ **Top Player's Golf (CD)** **SNK** **\$18/R4**

Sports/Golf. Released 9/9/1994. #3.

☐ **Twinkle Star Sprites (CD)** **ADK** **\$60/R6**

See the cartridge version in Non-US Game Releases for more details. ADK stands for "Alpha Denshi Corporation". Shooter/Vertical Scrolling. Released 2/21/1997. #224.

☐ **Viewpoint (CD)** **Sammy** **\$28/R4**

Also on cartridge. Shooter/Scrolling Isometric. Released 2/25/1995. #51.

☐ **Voltage Fighter Gowcaizer (CD)** **Technos** **\$30/R5**

a.k.a. Chojin Gakuen Gowcaizer

Also on cartridge. See also "Amer Technos". Fighting/Tournament Style. Released 1/24/1995. #94.

☐ **Windjammers (CD)** **Data East** **\$25/R4**

a.k.a. Flying Power Disk

Also on cartridge. Sports/Other Sports. Released 1/20/1995. #65.

☐ **World Heroes (CD)** **ADK** **\$25/R5**

Also on cartridge. ADK stands for "Alpha Denshi Corporation". Fighting/Tournament Style. Released 3/17/1995. #53.

☐ **World Heroes 2 (CD)** **ADK** **\$22/R4**

Also on cartridge. ADK stands for "Alpha Denshi Corporation". Fighting/Tournament Style. Released 4/14/1995. #57.

☐ **World Heroes 2 Jet (CD)** **ADK** **\$18/R3**

Also on cartridge. ADK stands for "Alpha Denshi Corporation". Fighting/Tournament Style. Released 1/11/1994. #64.

☐ **World Heroes Perfect (CD)** **ADK** **\$25/R4**

Also on cartridge. ADK stands for "Alpha Denshi Corporation". Fighting/Tournament Style. Released 7/21/1995. #90.

□ Zintrick (CD) ADK \$75/R5

a.k.a. Oshidashi Zentrick

Think Puyo-Puyo style puzzlers, but with a horizontal rather than vertical orientation. Yeah, it's a little weird, but it is actually pretty fun and cute. This title is exclusive to the Neo Geo CD; no MVS or home cart versions were ever released. ADK stands for "Alpha Denshi Corporation". Puzzle/Action. Released 3/22/1996. #211.

Total # of items for this section: **87**

Japan

□ Chotetsu Bri'kinger (CD) Saurus \$200/R8

a.k.a. Ironclad

Without a doubt, Ironclad is the holy grail of the Neo CD library. A horizontal shooter by Saurus exclusively for the CD system. Shooter/Horizontal Scrolling. Released 9/20/1996. #220.

□ Crossed Swords 2 (CD) ADK \$40/R5

The sequel to Crossed Swords was never translated into English, and will therefore play in Japanese even on an English Neo CD system. This title is exclusive to the Neo Geo CD; no MVS or home cart versions were ever released. ADK stands for "Alpha Denshi Corporation". Role-Playing/First-Person RPG. Released 5/2/1995. #54.

□ Mahjong Final Romance 2 Video System \$40/R6 (CD)

An "adult-rated" mahjong title. Final Romance 2 is exclusive to the Neo Geo CD; no MVS or home cart versions were ever released. Traditional/Mahjong. Released 8/25/1995. #98.

□ Quest of Jong Master (CD) Yubis \$25/R4

a.k.a. Mahjong Janshin Densetsu

Traditional mahjong gameplay with (huh?) RPG elements. Traditional/Mahjong. Released 3/31/1995. #48.

□ Quiz King of Fighters (CD) Saurus \$20/R4

Puzzle/Trivia/Quiz. Released 4/7/1995. #80.

□ Samurai Shodown RPG (CD) SNK \$15/R3

Sadly for many US Neo fans, this title was not only not released in the United States, but SNK did not translate this game into English for play on a US console. This title is exclusive to the Neo Geo CD; no MVS or home cart versions were ever released. Role-Playing/Turn-Based RPG. Released 6/27/1997. #85.

□ Shogi no Tatsujin (CD) ADK \$25/R4

a.k.a. Master of Syougi

See the cartridge version in Non-US Game Releases for more details. ADK stands for "Alpha Denshi Corporation". Traditional/Board Game. Released 10/20/1995. #203.

Total # of items for this section: **7**

DEMOS, SAMPLERS, & NON GAMES

Japan

□ ADK World (CD) ADK \$25/R5

a.k.a. ADK Special

ADK World is a unique little compilation disc that includes a mini-shooting game featuring Brocken from World Heroes, a Japanese quiz game, a paper-rock-scissors (Janken) World Heroes game, a fan art gallery, and short ads for ADK's Neo titles. This title is exclusive to the Neo Geo CD; no MVS or home cart versions were ever released. ADK stands for "Alpha Denshi Corporation".

Released 1/10/1995. #91.

□ King of Fighters '96 SNK \$30/R5 Collection (CD)

KOF '96 Collection provides an art gallery and detailed bios on the numerous KOF '96 fighters. This title is exclusive to the Neo Geo CD; no MVS or home cart versions were ever released. Released 2/14/1997. #229.

□ Neo Geo CD Special (CD) SNK \$20/R4

Even though this is really a souped-up demo disc, most people consider it a "game" because SNK assigned it its own NGH number and it was actually sold regularly at retail stores. Features playable demos of KOF '95, Samurai Shodown 2, Fatal Fury 3, Art of Fighting 2, Super Sidekicks 3, and Top Hunter, as well as previews for Real Bout Fatal Fury and Samurai Shodown 3. This title is exclusive to the Neo Geo CD; no MVS or home cart versions were ever released. Released 12/22/1996. #205.

Total # of items for this section: **3**

Total # of items in all: **225**

HISTORICAL NOTES

Launched in the USA 1990. Original retail price: \$699.

TECHNICAL NOTES

Processor: Motorola 68000 Dual engine (16-bit + 8-bit)

Processor Speed: 12.5 MHz + 4MHz

Memory: 64K RAM, 68K Video RAM

Resolution: 320 x 224

Color Palette: 65536

Colors: 4096 max on-screen

Max sprites: 380

Sprites size: 16 x 512

Game Media: Cartridges

Cartridge Size: 20MB - 390+MB

No problems using European or Japanese carts on a US system or vice-versa. In fact, it is the system itself, not the cartridge, that controls the language (and to a lesser degree the content) of the game being played.

The Neo-Geo CD system is completely region-free.



You have to give the Japanese video game companies props for a few things; they are unusually innovative, willing to take chances, and persistent to a fault. Take as a case in point handheld gaming; your average citizen would think to themselves, "Nintendo has a virtual lock on this market, who would be crazy enough to try and introduce a new platform?" Flying in the face of conventional wisdom, our friends at SNK, who brought you the 24-bit wonder known as the Neo Geo, introduced the Neo Geo Pocket in 1998. The NGP was a diminutive black and white handheld console, sporting a micro switch joystick, innovative control layout and a small selection of games, two of which were faithful translations of extremely popular SNK fighting titles (**King Of Fighters** and **Samurai Shodown**).

"Are these guys losing their mind??"

"Nah, we're cool. We've got KOF. K-O-F!!! WE ROCK!!!"



In every market space, the 800 pound gorilla tends to get complacent, and to some extent Nintendo was no exception to this rule. SNK certainly felt there was an opportunity for another edgier, more innovative player in the marketplace. When the NGP was introduced, it certainly had the technological advantage: it was a real 16 bit console, and had the processing power to serve up very faithful renditions of the classic fighters that SNK was so well known for. Sales were very slow to start, but SNK believed that their console had the staying power and the brand recognition to go the distance. For those of you with an interest in advertising, be sure to check out SNK's innovative "I'm not BOY" campaign. Riveting stuff!

SNK did not stop their stampede in Japan; they brought the battle to the US shores in 1999. After a very lackluster debut of the original monochrome version of their console, they followed up very shortly thereafter with the color version, which had been recently introduced in their home turf. The new system was backwards compatible with the monochrome titles, and sported one of the clearest non-backlit color screens to grace a handheld to date (that's the author's opinion; you Game Boy Color fanboys find another section to read J). However, a lack of decent software was holding back wide acceptance of the console. While the die-hard SNK fan could find plenty of meat to chew on (**Metal Slug**, **Gals Fighters**, **SNK vs. Capcom: Match of the Millennium** to name a few notable titles), there were few general interest titles to attract the casual gamer. High-profile titles like Namco's **Pac-Man** and Sega's **Sonic Pocket Adventure** (Sonic's first appearance on a non-Sega hardware platform!) were both attempts to garner the attention of Joe. Q. Consumer. Later releases in the software library began to suffer from a heavy slant towards popular genres amongst Japanese gamers (pachi-slot and casino games, mah-jongg and dating simulations). After striking large distribution deals with Wal-Mart and Electronics Boutique to carry the system in the US, SNK continued to press forward, but their library lacked the spark that would get the attention of anyone except the most hard-core handheld gamer.

Things seemed to be moving ahead for the little handheld that could; SNK USA made a very impressive showing at E3 2000; newer more exciting titles in the pipe, a recently announced partnership with Atlus and an expanded relationship with Sega, and even an MP3 player were on tap. Just as the full court press was building to a frenzy, in late 2000, SNK very abruptly announced their exit from the US and European markets. This was in large part due to hav-

ing been recently acquired by Aruze, a company more well known for pachinko machines vs. video games. With the intent to focus their resources in Japan, where the console was at least enjoying some small success, the NGP slowly faded from the minds and hearts of the US gamer. Consoles and games were recalled; those that remained in the stores promptly hit the bargain bin (titles retailing for \$39 could be had for \$5-\$10). The sudden exit resulted in the immediate skyrocketing of certain Japanese titles that had been translated and released in Europe, but not released in the US (**Evolution: Eternal Dungeons, Dynamite Slugger, Picture Puzzle** and **Fasele!!** were fetching \$200 or more on eBay at the time).

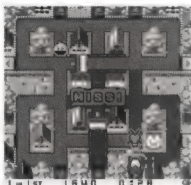
Like every niche system, there are a few notable titles that the avid collector should consider must-haves. In addition to some of the titles mentioned above, **Densha de Go! 2, Rockman Fighters, Biomotor Unitron 2** and **Cool Cool Jam** were late releases that really started to exploit the potential of the system (and are mostly friendly to the game importer; easy to figure out for the non Japanese-reading gaijin amongst us). Third party peripherals are in somewhat small numbers, with Nyko being the only major company (other than SNK themselves) to bring quality add-ons to the system (the Power Worm Light is a definite must-have). Consider yourself decked out with the custom NGP carrying case and neck strap to accessorize your system, and if you really want to show your colors, be sure to grab one of the "Get pocket power!" t-shirts, in your choice of decorator white or designer black. For that matter, there's a NGP case color to go with almost every décor, from Crystal Blue to Anthracite, Maple Blue to Platinum Silver. There are a few online importers left who still have stock of some of the more notable titles, and if you're just getting started, companies like Telegames have released packages containing a console and 6 loose carts for around \$80.

It's life was short, but the NGP certainly left it's mark on handheld gaming. You don't think the goons at Nintendo came up with the layout of the Game Boy Advance all on their own do ya? They say imitation is the sincerest form of flattery, and the NGP did a lot of stuff first. It's just too bad they couldn't do them best.

- Larry Anderson



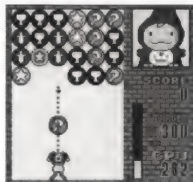
Cool Cool Jam



Crush Roller



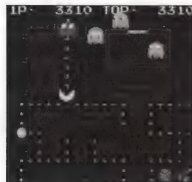
Dynamite Slugger



Magical Drop



Metal Slug 1st



Pac Man

Section written and maintained by Larry Anderson and Mat Allen. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Andrew Krieg.

Game Release Notes: We've found that most people kept their boxes (and to a lesser degree, their manuals) so we've priced these out accordingly - as "complete".

U.S. Game Releases

USA

- ☐ **Baseball Stars Color** SNK \$10/R3
Based on the SNK coin-op. A good baseball game, later superseded by Dynamite Slugger (which was sadly not released in the US). Released 1999. ©SNK 1999. #NEOP00251.
- ☐ **BioMotor Unitron** Yumekobo \$10/R3
It's like Pokemon. With robots instead. Released 1999. ©Yumekobo 1999. #NEOP00531.
- ☐ **Bust-a-Move Pocket** Taito \$10/R3
a.k.a. **Puzzle Bobble Mini**
Developed by Taito. Based on the Taito/SNK coin-op. It's our Bubble Bobble buddies in that maddeningly addictive puzzle shooter. Watch your head! Released 1999. ©SNK 1999. #NEOP00201.
- ☐ **Cardfighter's Clash: SNK vs. Capcom (Capcom Edition)** SNK \$25/R3
Quite possibly the best game for the system. Ever heard of Magic: The Gathering? This is a CCG (Customizable Card Game) for your NGPC featuring all your favorite Capcom and SNK characters. Build decks and compete against the CPU players in story mode, or against another human for the potential prize of nicking some of their cards! Released 1999. ©SNK 1999. #NEOP00681.
- ☐ **Cardfighter's Clash: SNK vs. Capcom (SNK Edition)** SNK \$20/R3
The companion program to the Capcom edition, much like the Red and Blue editions of Pokemon. Although both games feature the same 300 card roster, each edition concentrates more on one set of characters. Released 1999. ©SNK 1999. #NEOP00671.
- ☐ **Crush Roller** ADK \$10/R3
Based on the 1981 Kural Sammo coin-op. Which came first, Crush Roller or Make Trax? Either way, this is a new version of that arcade with added bells and whistles. And a vastly increased difficulty to boot. ADK stands for "Alpha Denshi Corporation". Released 1999. ©ADK 1999. #NEOP00381.
- ☐ **Dark Arms: Beast Busters** SNK \$15/R4 1999
An RPG of sorts, overlaying mainly action and shooting sections. The "arm" in the title refers to the weapons you can collect and develop within the game. EASTER EGGS: To play the Japanese version of the game turn the system on without the cartridge. Select "Setup" and choose Japanese as the menu language, then turn off the system. When you plug the game in now, the language and game is from the Japanese version. Released 1999. ©SNK 1999. #NEOP00451.
- ☐ **Dive Alert: Becky's Version** Sacnoth \$15/R4
a.k.a. **Dive Alert: Rebecca's Version**
The companion game to Matt's version. A new person to control and a different storyline, but very much the same gameplay. Released 2000. ©Sacnoth 1999, 2000. #NEOP00891.
- ☐ **Dive Alert: Matt's Version** Sacnoth \$15/R4
a.k.a. **Dive Alert: Burn's Version**

A submarine arcade cum simulation game based in a world very much like the Waterworld film. Released 2000. ©Sacnoth 1999, 2000. #NEOP00881.

- ☐ **Faselei!** Sacnoth \$10/R3
A game and a version with a story behind it. SNK had planned on releasing this and Last Blade in the US, but when they shut down operations in 2000, all that was left was a warehouse full of cartridges made with no packaging to go with them. There they sat until further down the line when the stock was acquired and has been selling through (mainly on eBay) since. Because of the nature of the availability, the price on this entry reflects that of a loose cart (because that is all that exists) as opposed to all the other entries being pertinent to complete copies. And it is a damn sight cheaper and easier to find than a complete UK copy! Released 2000. ©Sacnoth 2000. #NEOP00901.
- ☐ **Fatal Fury: First Contact** SNK \$8/R2
Based on the SNK coin-op. Handheld version of SNK's answer to the Street Fighter 2 series. Like most fighting games on this format, well executed and fun to play. Released 1999. ©SNK 1999. #NEOP00111.
- ☐ **Gals Fighters** Yumekobo \$25/R5
Essentially a Queen of Fighters game, which features just the lovely women from various SNK franchises. Released 2000. ©Yumekobo 2000. #NEOP00931.
- ☐ **King of Fighters R-2** SNK \$10/R3
Based on the SNK coin-op. Improved version of the team battle game, now in color. Can link with Dreamcast game "The King of Fighters: Dream Match 1999". Released 1999. ©SNK 1999. #NEOP00231.
- ☐ **Last Blade, The: Beyond the Destiny** SNK \$10/R3
See the entry for Faselei. That game and this were manufactured and housed away for nigh on three years until being released and sold through cheaply. Released 2000. ©SNK 2000. #NEOP00951.
- ☐ **Magical Drop Pocket** Data East \$20/R4
Based on the Data East coin-op. A cross between Kickman and Bust-a-Move. Droplets fall from the top of the screen, and must be caught. They are then fired back up to eliminate other droplets in groups of 3. Released 1999. ©SNK 1999. #NEOP00581.
- ☐ **Metal Slug: 1st Mission** SNK \$20/R3
Based on the SNK coin-op. Who could forget this simple and addictive side scrolling shooter? Who needs Contra, we've got Metal Slug! One of the best titles on the format. Released 1999. ©SNK 1999. #NEOP00211.
- ☐ **Metal Slug: 2nd Mission** SNK \$30/R4
Based on the SNK coin-op. The follow-up to the excellent 1st Mission release, with even more action than before! EASTER EGGS: The Japanese version of the game has blood. To play the Japanese version turn the system on without the cartridge. Select "Setup" and choose Japanese as the menu language, then turn off the system. When you plug the game in now, you'll have that wonderful Japanese blood. Released 2000. ©SNK 2000. #NEOP00611.
- ☐ **Neo Cherry Master Color** SNK/Dyna \$8/R2
Yet another slot machine/video poker simulation. The Japanese have a thing for these titles. You'll find that most people in the West don't though. Released 1999. ©Dyna 1999. #NEOP00241.
- ☐ **Neo Dragon's Wild** SNK/Dyna \$12/R3
Video poker at its portable best. Though that isn't saying too much in way of the competition. Released 1999. ©Dyna 1999. #NEOP00151.

- Neo Geo Cup '98 Plus Color** **SNK** **\$10/R3**
 Based on the SNK coin-op. A color version of the earlier monochrome soccer game. Not just a simple kickout, it also incorporates quite detailed management and strategy elements. Released 1999. ©SNK 1999. #NEOP00391.
- Neo Mystery Bonus** **SNK/Dyna** **\$10/R3**
 More slots, more cards, oh boy! A fruit machine with a side game of card playing hi-low to earn extra credits. Released 1999. ©Dyna 1999. #NEOP00161.
- Neo Turf Masters** **SNK** **\$15/R4**
a.k.a. Big Tournament Golf
 Based on the 1996 SNK coin-op. FORE! It's hard to screw up a golf game, and SNK didn't let us down with this snazzy title. Released 1999. ©SNK 1999. #NEOP00351.
- Neo Twenty One** **SNK/Dyna** **\$12/R3**
 How many variations can you come up with to play blackjack? A bunch apparently. Play them on this compact card game. Released 1999. ©Dyna 1999. #NEOP00701.
- Pac-Man** **Namco** **\$8/R2**
 Based on the 1980 Namco coin-op. Original arcade game designed by Toru Iwatani. Pac-Man. Duh. Comes with a plastic ring to turn the joystick into a 4 way controller. Released 1999. ©Namco 1980,1990. #NEOP00551.
- Pocket Tennis Color** **Yumekobo** **\$10/R3**
 A color version of the earlier monochrome tennis game. Good fun especially with 2 players. Released 1999. ©Yumekobo 1999. #NEOP00281.
- Puyo Pop** **SNK** **\$25/R5**
a.k.a. Puyo Puyo
 Developed by Sega. Based on the Sega coin-op. A game everyone knows how to play, be it actually in the form of say Dr Robotnik's Mean Bean Machine or Dr. Mario for example. EASTER EGGS: To access a hidden setup menu, press A + B to choose option mode. Select "Game Setting" and "Custom" options. A new "Special Custom" option is now available. Released 1999. ©Sega 1999. #NEOP00411.
- Puzzle Link** **Yumekobo** **\$12/R3**
a.k.a. Tsunagete Pon! Color
 Rather like Bust-a-Move, but instead of firing bubbles to eliminate groups of like colors, you fire connectors to link like colored balls on the screen to remove them. Released 1999. ©Yumekobo 1999. #NEOP00541.
- Puzzle Link 2** **Yumekobo** **\$20/R4**
a.k.a. Tsunagete Pon! 2
 The follow-up to the original Puzzle Link, with more people to challenge and more features to play through. Released 2000. ©Yumekobo 2000. #NEOP00761.
- Samurai Shodown 2** **SNK** **\$15/R4**
a.k.a. Samurai Spirits 2
 Based on the 1994 SNK coin-op. Even better version of the arcade brawler, reduced to miniature size on the handheld. Released 1999. ©SNK 1999. #NEOP00301.
- Shanghai Mini** **Activision** **\$15/R4**
 Developed by Activision. A good version of Shanghai. You'll find that quite often about NGPC games, there are few very dull titles. Match up the tiles to eliminate them without getting trapped. Released 2000. ©Activision 2000. #NEOP00401.
- SNK vs. Capcom: Match of the Millennium** **SNK** **\$15/R3**

Probably the best fighting game out of the many that are available for the NGPC. Can link with Dreamcast game "Capcom vs. SNK". EASTER EGGS: The Japanese version of the game has blood. To play the Japanese version turn the system on without the cartridge. Select "Setup" and choose Japanese as the menu language, then turn off the system. When you plug the game in now, you'll have that wonderful Japanese blood. Released 1999. ©SNK 1999. #NEOP00691.

- Sonic the Hedgehog Pocket Adventure** **Sega** **\$12/R3**
 The first time Sonic had appeared on a non-Sega piece of hardware. And a very good game to boot. EASTER EGGS: To play from any unlocked level, press Option at the Sega logo. For an invincible Sonic or Tails, use the code above, choose the "Debug" option, then highlight "Muteki" and switch it to "Yes". Released 1999. ©Sega 1992,1999. #NEOP00591.

Total # of items for this section: **32**

NON U.S. GAME RELEASES

Europe

- Baseball Stars** **SNK** **\$35/R6**
 Based on the SNK coin-op. English version. Monochrome. Predecessor to the later color version. Released 1998. ©SNK 1998. #NEOP0007.
- Baseball Stars Color** **SNK** **\$20/R3**
 Based on the SNK coin-op. English version. A good baseball game, later superseded by Dynamite Slugger. Released 1999. ©SNK 1999. #NEOP00025.
- BioMotor Unitron** **Yumekobo** **\$25/R4**
 English version. It's like Pokemon. With robots instead. Released 1999. ©Yumekobo 1999. #NEOP00053.
- CoolBoards Pocket** **UEP Systems** **\$60/R6**
 English version. Almost no relation to the PlayStation title bearing the same name, but somewhat fun nonetheless. Released 2000. ©UEP Systems, Inc 2000. #NEOP00075.
- Cotton: Fantastic Night Dreams** **Success** **\$75/R7**
 English version. Very faithful translation of classic shoot from PC-Engine and other systems, if a bit easy. Released 2000. ©Success 1991,2000. #NEOP0105.
- Crush Roller** **ADK** **\$15/R3**
 Based on the 1981 Kural Sammo coin-op. English version. Which came first, Crush Roller or Make Trax? Either way, this is a new version of that arcade with added balls and whistles. And a vastly increased difficulty to boot. ADK stands for "Alpha Denshi Corporation". Released 1999. ©ADK 1999. #NEOP00038.
- Dark Arms: Beast Busters** **SNK** **\$35/R4 1999**
 English version. An RPG of sorts, overlaying mainly action and shooting sections. The "arm" in the title refers to the weapons you can collect and develop within the game. Released 1999. ©SNK 1999. #NEOP00045.
- Dive Alert: Becky's Version** **Sacnoth** **\$80/R7**
a.k.a. Dive Alert: Rebecca's Version
 English version. The companion game to Matt's version. A new person to control and a different storyline, but very much the same gameplay. For whatever reason, Becky's version is a lot harder to find in its UK release. Released 2000. ©Sacnoth 2000. #NEOP00089.

☐ Dive Alert: Matt's Version **Sacnoth** **\$40/R4**

a.k.a. Dive Alert: Burn's Version

English version. A submarine arcade cum simulation game based in a world very much like the Waterworld film. Released 2000. ©Sacnoth 2000. #NEOP0088.

☐ Dynamite Slugger **ADK** **\$40/R4**

English version. Newer, cooler version of Baseball Stars with some great cut-scene animations. ADK stands for "Alpha Denshi Corporation". Released 2000. ©ADK 2000. #NEOP0071.

☐ Evolution: Eternal Dungeons **Sega/ESP** **\$125/R8**

Developed by Sega. English version. Based off the Dreamcast title of the same name. Released 2000. ©Sega/ESP 2000. #NEOP0099.

☐ Faselei! **Sacnoth** **\$90/R8**

English version. A brilliant mech turn-based strategy game, one of the best titles for the system. Only problem is that it is so hard to find. Released 2000. ©Sacnoth 2000. #NEOP0090.

☐ Fatal Fury: First Contact **SNK** **\$15/R3**

Based on the SNK coin-op. English version. Handheld version of SNK's answer to the Street Fighter 2 series. Like most fighting games on this format, well executed and fun to play. Released 1999. ©SNK 1999. #NEOP0011.

☐ Gals Fighters **Yumekobo** **\$70/R6**

English version. Essentially a Queen of Fighters game, which features just the lovely women from various SNK franchises. Released 2000. ©SNK 2000. #NEOP0093.

☐ King of Fighters R-1 **SNK** **\$50/R5**

Based on the SNK coin-op. English version. Monochrome. Great version of the arcade machine just without color! Released 1998. ©SNK 1998. #NEOP0001.

☐ King of Fighters R-2 **SNK** **\$15/R3**

Based on the SNK coin-op. English version. Improved version of the team battle game, now in color. Released 1999. ©SNK 1999. #NEOP0023.

☐ Last Blade, The: Beyond the Destiny **SNK** **\$60/R7**

English version. Another of SNK's conversions of an arcade machine to the handheld format, and one which holds up incredibly well to the miniaturization. Released 2000. ©SNK 2000. #NEOP0095.

☐ Magical Drop Pocket **Data East** **\$40/R4**

English version. A cross between Kickman and Bust-a-Move. Droplets fall from the top of the screen, and must be caught. They are then fired back up to eliminate other droplets in groups of 3. Released 1999. ©SNK 1999. #NEOP0058.

☐ Metal Slug: 1st Mission **SNK** **\$30/R3**

Based on the SNK coin-op. English version. Who could forget this simple and addictive side scrolling shooter? Who needs Contra, we've got Metal Slug! One of the best titles on the format. Released 1999. ©SNK 1999. #NEOP0021.

☐ Metal Slug: 2nd Mission **SNK** **\$60/R4**

Based on the SNK coin-op. English version. The follow-up to the excellent 1st Mission release, with even more action than before! Like Dragon Ball GT on the PS1, this has a perceived value way in excess of its actual rarity. Released 2000. ©SNK 2000. #NEOP0061.

☐ Neo Baccarat **SNK/Dyna** **\$60/R8**

English version. Plays a good version of the lesser known card game. Released 2000. ©DYNA 2000. #NEOP0098.

☐ Neo Cherry Master Color **SNK/Dyna** **\$10/R2**

English version. Yet another slot machine/video poker simulation.

The Japanese have a thing for these titles. You'll find that most people in the West don't though. Released 1999. ©Dyna 1999. #NEOP0024.

☐ Neo Dragon's Wild **SNK/Dyna** **\$10/R3**

English version. Video poker at its portable best. Though that isn't saying too much in way of the competition. Released 1999. ©Dyna 1999. #NEOP0015.

☐ Neo Geo Cup '98 Plus **SNK** **\$60/R7**

Based on the SNK coin-op. English version. Monochrome. Improved version of the pocket soccer game, only released in English and within Europe. Released 1998. ©SNK 1998. #NEOP0022.

☐ Neo Geo Cup '98 Plus Color **SNK** **\$15/R3**

Based on the SNK coin-op. English version. A color version of the earlier monochrome soccer game. Not just a simple kickout, it also incorporates quite detailed management and strategy elements. Released 1999. ©SNK 1999. #NEOP0039.

☐ Neo Mystery Bonus **SNK/Dyna** **\$10/R3**

English version. More slots, more cards, oh boy! A fruit machine with a side game of card playing hi-low to earn extra credits. Released 1999. ©Dyna 1999. #NEOP0016.

☐ Neo Turf Masters **SNK** **\$20/R3**

a.k.a. Big Tournament Golf

English version. FORE! It's hard to screw up a golf game, and SNK didn't let us down with this snazzy title. Released 1999. ©SNK 1999. #NEOP0035.

☐ Neo Twenty One **SNK/Dyna** **\$50/R7**

English version. How many variations can you come up with to play blackjack? A bunch apparently. Play them on this compact card game. Released 1999. ©Dyna 1999. #NEOP0070.

☐ Pac-Man **Namco** **\$15/R2**

Based on the 1980 Namco coin-op. Original arcade game designed by Toru Iwatani. English version. Pac-Man. Duh. Comes with a plastic ring to turn the joystick into a 4 way controller. Released 1999. ©Namco 1980, 1990. #NEOP0055.

☐ Picture Puzzle **Success** **\$60/R7**

a.k.a. Oekaki Puzzle

English version. If you've ever played Mario Picross, you'll know what this game is about then. Released 2000. ©Success 2000. #NEOP0106.

☐ Pocket Reversi **Success** **\$250/R9**

English version. Plays a good game of Reversi (or Othello to the rest of the world). This is the title everyone seems to know about due to its perceived rarity. Yes it is incredibly hard to find more, but there are some Japanese titles equally as rare if not more so. Released 2000. ©Itsumi/Success 2000. #NEOP0104.

☐ Pocket Tennis **Yumekobo** **\$30/R6**

English version. Monochrome. Earlier version of the title later produced in color. Released 1998. ©Yumekobo 1998. #NEOP0009.

☐ Pocket Tennis Color **Yumekobo** **\$20/R3**

English version. Like many sports titles on the NGPC, this is a solid competent game but not quite in the classic status of say Super Tennis. Released 1999. ©Yumekobo 1999. #NEOP0028.

☐ Puyo Pop **SNK** **\$30/R5**

a.k.a. Puyo Puyo

Developed by Sega. Based on the Sega coin-op. English version. A game everyone knows how to play, be it actually in the form of say Dr Robotnik's Mean Bean Machine or Dr. Mario for example. Released 1999. ©Sega 1999. #NEOP0041.

☐	Puzzle Bobble Mini a.k.a. Bust-a-Move Pocket English version. It's our Bubble Bobble buddies in that maddeningly addictive puzzle shooter. Watch your head! Released 1999. ©SNK. #NEOP0020.	Taito	\$12/R3	Japan	☐	Baseball Stars Based on the SNK coin-op. Japanese version. Monochrome. Predecessor to the later color version. LANDMARK: This was a launch title in Japan. Released 1998. ©SNK 1998. #NEOP00070.	SNK	\$12/R4
☐	Puzzle Link a.k.a. Tsunagete Pon! Color English version. Rather like Bust-a-Move, but instead of firing bubbles to eliminate groups of like colors, you fire connectors to link like colored balls on the screen to remove them. Released 1999. ©Yumekobo 1999. #NEOP0029.	Yumekobo	\$20/R3		☐	Baseball Stars Color Based on the SNK coin-op. Japanese version. A good baseball game, later superceded by Dynamite Slugger. Released 1999. ©SNK 1999. #NEOP00250.	SNK	\$10/R3
☐	Puzzle Link 2 a.k.a. Tsunagete Pon! 2 English version. The follow-up to the original Puzzle Link, with more people to challenge and more features to play through. Released 2000. ©Yumekobo 2000. #NEOP0075.	Yumekobo	\$40/R5		☐	Big Bang Pro Wrestling Japanese version. The only wrestling title for the system, and not a bad little game. Plenty of characters, moves and match rules to follow. Released 2000. ©SNK 2000. #NEOP00660.	SNK	\$30/R5
☐	Samurai Shodown a.k.a. Samurai Spirits Based on the SNK coin-op. English version. Monochrome. Excellent translation of this classic brawler on a handheld. Released 1998. ©SNK 1998. #NEOP0008.	SNK	\$35/R6		☐	Big Tournament Golf a.k.a. Neo Turf Masters Japanese version. FORE! It's hard to screw up a golf game, and SNK didn't let us down with this snazzy title. Released 1999. ©SNK 1999. #NEOP00350.	SNK	\$15/R3
☐	Samurai Shodown 2 a.k.a. Samurai Spirits 2 Based on the 1994 SNK coin-op. English version. Even better version of the arcade brawler, reduced to miniature size on the handheld. Released 1999. ©SNK 1999. #NEOP0030.	SNK	\$20/R3		☐	Bikkuriman 2000 Biba! Japanese version. A collection of mini-games wrapped up in a theme park setting. Can link with the Dreamcast game "Bikkuriman 2000 Viva Festival!". Released 2000. ©Segatoys 2000. #NEOP00830.	Sega	\$25/R5
☐	Shanghai Mini Developed by Activision. English version. A good version of Shanghai. You'll find that quite often about NGPC games, there are few very duff titles. Match up the tiles to eliminate them without getting trapped. Released 2000. ©Activision 2000. #NEOP0040.	Activision	\$70/R6		☐	BioMotor Unitron Japanese version. It's like Pokemon. With robots instead. Released 1999. ©Yumekobo 1999. #NEOP00100.	Yumekobo	\$10/R3
☐	SNK vs. Capcom: Cardfighter's Clash (Capcom Edition) English version. Quite possibly the best game for the system. Ever heard of Magic: The Gathering? This is a CCG (Customizable Card Game) for your NGPC featuring all your favorite Capcom and SNK characters. Build decks and compete against the CPU players in story mode, or against another human for the potential prize of nicking some of their cards! Released 1999. ©Capcom Co., Ltd. 1999. #NEOP0068.	SNK	\$50/R4		☐	Cool Cool Jam Japanese version. A rhythm game with instruments in a similar vein to Space Channel 5 and PaRapapa the Rapper. Can link with another player, as well as with the Dreamcast game "Cool Cool Toon" (import). Released 2000. ©SNK 2000. #NEOP01000.	SNK	\$25/R4
☐	SNK vs. Capcom: Cardfighter's Clash (SNK Edition) English version. The companion program to the Capcom edition, much like the Red and Blue editions of Pokemon. Although both games feature the same 300 card roster, each edition concentrates more on one set of characters. Released 1999. ©Capcom Co., Ltd. 1999. #NEOP0067.	SNK	\$40/R4		☐	CoolBoards Pocket Japanese version. Almost no relation to the PlayStation title bearing the same name, but somewhat fun nonetheless. Released 2000. ©UEP Systems, Inc 2000. #NEOP00750.	UEP Systems	\$25/R4
☐	SNK vs. Capcom: Match of the Millennium English version. Probably the best fighting game out of the many that are available for the NGPC. Released 1999. ©SNK 1999. #NEOP0069.	SNK	\$45/R4		☐	Cotton: Fantastic Night Dreams Japanese version. Very faithful translation of classic shoot from PC-Engine and other systems, if a bit easy. Released 2000. ©Success 1991, 2000. #NEOP00800.	Success	\$30/R5
☐	Sonic the Hedgehog Pocket Adventure English version. The first time Sonic had appeared on a non-Sega piece of hardware. And a very good game to boot. Released 1999. ©Sega 1992, 1999. #NEOP0059.	Sega	\$25/R2		☐	Crush Roller Based on the 1981 Kural Samno coin-op. Japanese version. Which came first, Crush Roller or Make Trax? Either way, this is a new version of that arcade with added bells and whistles. And a vastly increased difficulty to boot. ADK stands for "Alpha Denshi Corporation". Released 1999. ©ADK 1999. #NEOP00380.	ADK	\$20/R3
Total # of items for this section: 44					☐	Dark Arms: Beast Busters Japanese version. An RPG of sorts, overlaying mainly action and shooting sections. The "arm" in the title refers to the weapons you can collect and develop within the game. Released 1999. ©SNK 1999. #NEOP00450.	SNK	\$20/R4
					☐	Delta Warp Japanese version. A puzzle game where the object is to trace over a pattern whilst going back on yourself as little as possible. Also has a design program to create your own puzzles. Released 2000. ©Isosys 2000. #NEOP01030.	Isosys	\$40/R6
					☐	Densha De Go! 2 Japanese version. Port of the wildly popular train simulation.	Taito	\$10/R3

another genre only Japan seems to be able to produce. Released 1999. ©Taito 1999. #NEOP00600.

- Dive Alert: Burn's Version** **Sacnoth** **\$12/R3**
a.k.a. Dive Alert: Matt's Version
 Japanese version. A submarine arcade cum simulation game based in a world very much like the Waterworld film. Supports the Wireless Link. Released 2000. ©Sacnoth 2000. #NEOP00360.
- Dive Alert: Rebecca's Version** **Sacnoth** **\$12/R3**
a.k.a. Dive Alert: Becky's Version
 Japanese version. The companion game to Burn's version. A new person to control and a different storyline, but very much the same gameplay. Supports the Wireless Link. Released 2000. ©Sacnoth 2000. #NEOP00370.
- Dokodemo Mahjong Color** **ADK** **\$30/R5**
a.k.a. Mahjong Anywhere
 Japanese version. A multiplayer mahjong game. ADK stands for "Alpha Denshi Corporation". Released 1999. ©ADK 1999. #NEOP00330.
- Dynamite Slugger** **ADK** **\$20/R5**
 Japanese version. Newer, cooler version of Baseball Stars with some great cut-scene animations. ADK stands for "Alpha Denshi Corporation". Released 2000. ©ADK 2000. #NEOP00710.
- Evolution: Eternal Dungeons** **Sega/ESP** **\$25/R5**
 Developed by Sega. Japanese version. Based off the Dreamcast title of the same name. Released 2000. ©Sega/ESP 2000. #NEOP00820.
- Faselei!** **Sacnoth** **\$25/R4**
 Japanese version. The only NGP game to use a digitized musical introduction; if you can find the European release grab it. All in all a fun turn-based RPG title. Released 1999. ©Sacnoth 1999. #NEOP00510.
- Fatal Fury: First Contact** **SNK** **\$10/R3**
 Based on the SNK coin-op. Japanese version. Handheld version of SNK's answer to the Street Fighter 2 series. Like most fighting games on this format, well executed and fun to play. Released 1999. ©SNK 1999. #NEOP00110.
- Gals Fighters** **Yumekobo** **\$15/R3**
 Japanese version. Essentially a Queen of Fighters game, which features just the lovely women from various SNK franchises. Released 2000. ©SNK 2000. #NEOP00650.
- Ganbare Neo Poke Kun** **SNK** **\$25/R5**
 Japanese version. An assemblage of mini games with some absolutely hilarious cut-scenes. Watch carefully for the scene where the main character gets grabbed in an uncomfortable place! Think Wario Ware before its time. Released 2000. ©SNK 2000. #NEOP00970.
- Infinity Cure** **KID** **\$35/R5**
 Japanese version. It's a game by Kid. How much do you want to bank it's another dating type game? Congratulations, you've won! Can link with Dreamcast game "The End of Infinity". KID stands for "Kindle Imagine Develop". Released 2000. ©KID 2000. #NEOP01090.
- Kikouseki Unitron** **Yumekobo** **\$15/R3**
a.k.a. BioMotor Unitron 2
 Japanese version. Sequel to the original game of customizing robots and sending them into battle. Released 2000. ©Yumekobo 1999. #NEOP00500.
- King of Fighters Battle de Paradise** **SNK** **\$50/R7**

Japanese version. A board game very much in the vein of Mario Party. Can link with Dreamcast game "The King of Fighters: Evolution". Released 2000. ©SNK 2000. #NEOP00920.

- King of Fighters R-1** **SNK** **\$15/R4**
 Based on the SNK coin-op. Japanese version. Monochrome. Great version of the arcade machine just without color! Released 1998. ©SNK 1998. #NEOP00010.
- King of Fighters R-2** **SNK** **\$10/R3**
 Based on the SNK coin-op. Japanese version. Improved version of the team battle game, now in color. Can link with Dreamcast game "The King of Fighters: Dream Match 1999". Released 1999. ©SNK 1999. #NEOP00230.
- Koi Koi Mahjong** **Visco** **\$200/R9**
 Japanese version. The hardest to find game for the NGPC? Quite possibly. And yet, it's another mahjong title. Released 2000. ©Visco Corporation 2000. #NEOP00910.
- Last Blade, The: Beyond the Destiny** **SNK** **\$20/R4**
 Japanese version. Another of SNK's conversions of an arcade machine to the handheld format, and one which holds up incredibly well to the miniaturization. Released 2000. ©SNK 2000. #NEOP00640.
- Magical Drop Pocket** **Data East** **\$20/R4**
 Japanese version. A cross between Kickman and Bust-A-Move. Droplets fall from the top of the screen, and must be caught. They are then fired back up to eliminate other droplets in groups of 3. Released 1999. ©SNK 1999. #NEOP00480.
- Master of Syougi** **ADK** **\$15/R4**
 Japanese version. Monochrome. Syougi is a game with similarities to Chess and Stratego. ADK stands for "Alpha Denshi Corporation". Released 1998. ©ADK 1998. #NEOP00050.
- Master of Syougi Color** **ADK** **\$15/R4**
 Japanese version. Colorized version of the previous Syougi game. ADK stands for "Alpha Denshi Corporation". Released 1999. ©ADK 1998, 1999. #NEOP00270.
- Melon Chan's Growth Diary** **ADK** **\$12/R4**
 Japanese version. Monochrome. A more advanced version of games such as Little Computer People. ADK stands for "Alpha Denshi Corporation". Released 1998. ©ADK 1998. #NEOP00040.
- Memories Off Pure** **KID** **\$25/R4**
 Japanese version. Another dating type sim game from Kid, with a choice of 3 girls to go after. KID stands for "Kindle Imagine Develop". Released 2000. ©KID 2000. #NEOP00870.
- Metal Slug: 1st Mission** **SNK** **\$15/R3**
 Based on the SNK coin-op. Japanese version. Who could forget this simple and addictive side scrolling shooter? Who needs Contra, we've got Metal Slug! One of the best titles on the format. Released 1999. ©SNK 1999. #NEOP00210.
- Metal Slug: 2nd Mission** **SNK** **\$20/R3**
 Based on the SNK coin-op. Japanese version. The follow-up to the excellent 1st Mission release, with even more action than before! Released 2000. ©SNK 2000. #NEOP00610.
- Mezase! Kanji Ou** **SNK** **\$60/R6**
 Japanese version. An educational title teaching kanji. Released 2000. ©SNK 2000. #NEOP00630.
- Mizuki Shigeru no Youkai Shashinkan** **SNK** **\$80/R7**
a.k.a. Shigeru Mizuki's Ghost Photo Studio
 Japanese version. Has a touch of Fatal Frame about it, the

storyline being to investigate, discover and photograph paranormal goings-on. Released 1999. ©SNK 1999. #NEOP00620.

- Neo Baccarat** SNK/Dyna \$20/R4
Japanese version. Even so, everything is in English! Supports the Wireless Link. Released 2000. ©DYNA 2000. #NEOP00190.
- Neo Cherry Master** SNK/Dyna \$10/R3
Japanese version. Monochrome. Original version of a slot machine before being colorized. Released 1998. ©DYNA 1998. #NEOP00140.
- Neo Cherry Master Color** SNK/Dyna \$10/R3
Japanese version. Yet another slot machine/video poker simulation. The Japanese have a thing for these titles. You'll find that most people in the West don't though. Released 1999. ©Dyna 1999. #NEOP00240.
- Neo Derby Champ** SNK/Dyna \$10/R3
Japanese version. If you can read the text, a respectable horse racing sim. Released 1999. ©Dyna 1999. #NEOP00170.
- Neo Dragon's Wild** SNK/Dyna \$10/R3
Japanese version. Video poker at its portable best. Though that isn't saying too much in way of the competition. Released 1999. ©Dyna 1999. #NEOP00150.
- Neo Geo Cup '98** SNK \$12/R4
Based on the SNK coin-op. Japanese version. Monochrome. First release of the pocket soccer game. Released 1998. ©SNK 1998. #NEOP00020.
- Neo Geo Cup '98 Plus Color** SNK \$10/R3
Based on the SNK coin-op. Japanese version. A color version of the earlier monochrome soccer game. Not just a simple kickout, it also incorporates quite detailed management and strategy elements. Released 1999. ©SNK 1999. #NEOP00390.
- Neo Mystery Bonus** SNK/Dyna \$10/R3
Japanese version. More slots, more cards, oh boy! A fruit machine with a side game of card playing hi-low to earn extra credits. Released 1999. ©Dyna 1999. #NEOP00160.
- Neo Poke Pro Yakuyu** ADK \$75/R8
a.k.a. Professional Baseball
Japanese version. Produced without the sanction of the Japanese baseball association, and pulled from the shelves very shortly thereafter. Plays much the same as Baseball Stars, except with the official Japanese teams. Not, as many believe, the hardest Japanese NGPC game to find. ADK stands for "Alpha Denshi Corporation". Released 1999. ©ADK 1999. #NEOP00260.
- Neo Twenty One** SNK/Dyna \$10/R3
Japanese version. How many variations can you come up with to play blackjack? A bunch apparently. Play them on this compact card game. Released 1999. ©Dyna 1999. #NEOP00180.
- Nige-ron-pa** Denno Eizo \$100/R8
Japanese version. A good, solid RPG if you can understand the Japanese text. And if you can actually find it, as it is one of the hardest titles to locate. Released 2000. ©Denno Eizo 2000. #NEOP00960.
- Oekaki Puzzle** Success \$20/R4
a.k.a. Picture Puzzle
Japanese version. If you've ever played Mario Picross, you'll know what this game is about then. Released 2000. ©Success 2000. #NEOP00810.
- Ogre Battle: Legend of the Zenobia Prince** Quest \$12/R3
Japanese version. Ogre Battle on the NGPC? Oh you'd better believe

it. If you can get past the language barrier, the same great gameplay is contained within. Released 2000. ©Quest, SNK 2000. #NEOP00850.

- Pachinko Hissyou Guide** Vistec \$50/R8
Pocket Parlor
Japanese version. Despite all the pachi-slot titles on the system, this is the only true pachinko game available. Released 1999. ©Japan Vistec/Sankyo 1999. #NEOP00460.
- Pachi-Slot Aruze Oukoku** Aruze \$8/R2
Pocket: Azteca
Japanese version. All of the Pachi-Slot games are basically the same, with the exception of the window dressing... Released 2000. ©Aruze 1999, 2000. #NEOP00740.
- Pachi-Slot Aruze Oukoku** Aruze \$8/R2
Pocket: Dekahel 2
Japanese version. Aruze really did push the pachi-slot genre once they had bought SNK. One wonders just how well any of them did actually sell. Evidently there are copious quantities of all of them still about. Released 2000. ©Aruze 2000. #NEOP01080.
- Pachi-Slot Aruze Oukoku** Aruze \$8/R2
Pocket: Delsol 2
Japanese version. After a while, you begin to wonder why there was a need for so many pachi-slot titles. The answer still eludes people to this day. Released 2000. ©Aruze 2000. #NEOP01070.
- Pachi-Slot Aruze Oukoku** Aruze \$8/R2
Pocket: E-Cup
Japanese version. Aruze did finally run out of steam (or got the message no one wanted more pachi-slot titles) and this was the last one to come out. Released 2001. ©Aruze 2000, 2001. #NEOP01120.
- Pachi-Slot Aruze Oukoku** Aruze \$8/R2
Pocket: Hanabi
Japanese version. Released both on it's own and as part of a special "Pachi-Slot" package that included a NGP unit. Released 1999. ©Aruze 1998, 1999. #NEOP00520.
- Pachi-Slot Aruze Oukoku** Aruze \$8/R2
Pocket: Ohanabi
Japanese version. And still the pachi-slot titles come. This one came in a firework encrusted box with a super deformed Japanese man on it. Released 2000. ©Aruze 2000. #NEOP01100.
- Pachi-Slot Aruze Oukoku** Aruze \$8/R2
Pocket: Porcano 2
Japanese version. Released both on it's own and as part of a special "Pachi-Slot" package that included a NGP unit. Released 2000. ©Aruze 1999, 2000. #NEOP01020.
- Pachi-Slot Aruze Oukoku** Aruze \$8/R2
Pocket: Ward of Lights
Japanese version. Yet another in the long line of pachi-slot titles. Released 2000. ©Aruze 1999, 2000. #NEOP00840.
- Pac-Man** Namco \$10/R3
Based on the 1980 Namco coin-op. Original arcade game designed by Toru Iwatani. Japanese version. Pac-Man. Duh. Comes with a plastic ring to turn the joystick into a 4 way controller. Released 1999. ©Namco 1980, 1990. #NEOP00550.
- Party Mail** ADK \$25/R4
Japanese version. A strange party game, involving dice rolls and cards. Supports the Wireless Link. ADK stands for "Alpha Denshi Corporation". Released 1999. ©ADK 1999. #NEOP00320.
- Pocket Love If** KID \$35/R5
Japanese version. One of numerous dating simulation games that get released and seem to be incredibly popular in Japan. KID

stands for "Kindle Imagine Develop". Released 1999. ©KID 1999. #NEOP00440.

- ☐ **Pocket Reversi** Success \$15/R3
Japanese version. Plays a good game of Reversi (or Othello to the rest of the world). Released 2000. ©Itsui/Success 2000. #NEOP00790.
- ☐ **Pocket Tennis** Yumekobo \$20/R4
Japanese version. Monochrome. Earlier version of the title later produced in color. Released 1998. ©Yumekobo 1998. #NEOP00090.
- ☐ **Pocket Tennis Color** Yumekobo \$12/R3
Japanese version. Like many sports titles on the NGPC, this is a solid competent game but not quite in the classic status of say Super Tennis. Released 1999. ©Yumekobo 1999. #NEOP00280.
- ☐ **Puyo Puyo** SNK \$20/R4
a.k.a. **Puyo Pop**
Developed by Sega. Based on the Sega coin-op. Japanese version. A game everyone knows how to play, be it actually in the form of say Dr. Robotnik's Mean Bean Machine or Dr. Mario for example. Released 1999. ©Sega 1999. #NEOP00410.
- ☐ **Puzzle Bobble Mini** Taito \$10/R3
a.k.a. **Bust-a-Move Pocket**
Japanese version. It's our Bubble Bobble buddies in that maddeningly addictive puzzle shooter. Watch your head! Released 1999. ©SNK. #NEOP00200.
- ☐ **Rockman Power Battle & Power Fighters** Capcom \$45/R6
Japanese version. All those Rockman/Mega Man boss battles you lost? Here's your chance to reclaim them all again! Released 2000. ©Capcom Co., Ltd. 2000. #NEOP00940.
- ☐ **Samurai Spirits** SNK \$15/R3
a.k.a. **Samurai Shodown**
Based on the SNK coin-op. Japanese version. Monochrome. Excellent translation of this classic brawler on a handheld. Released 1998. ©SNK 1998. #NEOP00080.
- ☐ **Samurai Spirits 2** SNK \$12/R3
a.k.a. **Samurai Shodown 2**
Based on the 1994 SNK coin-op. Japanese version. Even better version of the arcade brawler, reduced to miniature size on the handheld. Released 1999. ©SNK 1999. #NEOP00300.
- ☐ **Shanghai Mini** Activision \$15/R4
Developed by Activision. Japanese version. A good version of Shanghai. You'll find that quite often about NGPC games, there are few very duff titles. Match up the tiles to eliminate them without getting trapped. Released 2000. ©Activision 2000. #NEOP00400.
- ☐ **SNK vs. Capcom: Cardfighter's Clash (Capcom Edition)** SNK \$15/R3
Japanese version. Quite possibly the best game for the system. Ever heard of Magic: The Gathering? This is a CCG (Customizable Card Game) for your NGPC featuring all your favorite Capcom and SNK characters. Build decks and compete against the CPU players in story mode, or against another human for the potential prize of nicking some of their cards! Supports the Wireless Link. Released 1999. ©Capcom Co., Ltd. 1999. #NEOP00570.
- ☐ **SNK vs. Capcom: Cardfighter's Clash (SNK Edition)** SNK \$15/R3
Japanese version. The companion program to the Capcom edition, much like the Red and Blue editions of Pokémon. Although both

games feature the same 300 card roster, each edition concentrates more on one set of characters. Supports the Wireless Link. Released 1999. ©Capcom Co., Ltd. 1999. #NEOP00560.

- ☐ **SNK vs. Capcom: Cardfighter's Clash 2 (Expand Edition)** SNK \$125/R7
Japanese version. One of the last titles SNK released for this system before being acquired by Aruze. If you have a FAQ for the translation of the card texts, then this game is everything the original version was, and more. Can link with Dreamcast game "Capcom vs. SNK 2: Millionaire Fighting 2001". Released 2001. ©SNK 2001. #NEOP01160.
- ☐ **SNK vs. Capcom: Match of the Millennium** SNK \$12/R3
Japanese version. Probably the best fighting game out of the many that are available for the NGPC. Can link with Dreamcast game "Capcom vs. SNK". Released 1999. ©SNK 1999. #NEOP00690.
- ☐ **Sonic the Hedgehog Pocket Adventure** Sega \$20/R4
Japanese version. The first time Sonic had appeared on a non-Sega piece of hardware. And a very good game to boot. Released 1999. ©Sega 1992, 1999. #NEOP00731.
- ☐ **Soreike! Hanafuda Doujyou** Dyna \$100/R8
Japanese version. A Hanafuda deck consists of 12 cards in 4 suits, representing life and the months of the year. Most people know them from the fact this is what Nintendo started off making way back in 1895. What most people don't know is they are actually Spanish in origin from foreigners visiting the islands during the 16th century. Released 1999. ©Dyna 1999. #NEOP00780.
- ☐ **Super Real Mahjong** Seta \$50/R6
Japanese version. Adult title here, basically it's strip mahjong with a host of lovelies to view. Released 2001. ©SNK 2001. #NEOP01110.
- ☐ **Tsunagete Pon!** Yumekobo \$12/R3
Japanese version. Monochrome. Predecessor game of the later color version known in the West as Puzzle Link. Released 1998. ©Yumekobo 1998. #NEOP00120.
- ☐ **Tsunagete Pon! 2** Yumekobo \$15/R3
a.k.a. **Puzzle Link 2**
Japanese version. The follow-up to the original Puzzle Link, with more people to challenge and more features to play through. Released 2000. ©Yumekobo 2000. #NEOP00490.
- ☐ **Tsunagete Pon! Color** Yumekobo \$15/R3
a.k.a. **Puzzle Link**
Japanese version. Rather like Bust-a-Move, but instead of firing bubbles to eliminate groups of like colors, you fire connectors to link like colored balls on the screen to remove them. Released 1999. ©Yumekobo 1999. #NEOP00290.
- Total # of items for this section: 82
- Unknown
- ☐ **Super 12 in 1** Unknown \$65/R8
This double-length cart has 12 game and a neat little menu rolled into one cart. Be sure to check out the box art to see Ms. Pac-Man missing her bow and other obvious rip-offs. Contains Metal Slug: 2nd Mission, SNK vs. Capcom Match of the Millennium, Sonic Pocket Adventure, Neo Geo Cup '98 Plus Color, Crush Roller, Pocket Reversi, Pocket Tennis Color, Puzzle Tsunagete Pon! Color, Pac-Man, Koi Kai Mahjong, Neo Poke Po Yakuyu and Shanghai Mini.
- ☐ **Super 9 in 1** Unknown \$60/R8
See notes for Super 12 in 1; fewer games, same blatant piracy.

Contains Metal Slug: 2nd Mission, SNK vs. Capcom Match of the Millennium, The Last Blade, Puzzle Bobble Mini, Cotton, Cool Boarders Pocket, Sonic Pocket Adventure, Pac-Man and Pocket Tennis Color.

Total # of items for this section: 2

HARDWARE AND PERIPHERAL

Europe

- ☐ **Light Magnifier** **Madcow** **\$10/R7**

For the myopic among you, hook this beast to your NGP, shed some light and 10x magnification on the problem! #MG-506.

Total # of items for this section: 1

Japan

- ☐ **Carrying Pouch** **SNK** **\$20/R8**

Simple black pouch with small NGP logo on flap.

- ☐ **Hanshin Tigers Special** **SNK** **\$80/R8**

This version of the NGP Color was branded with the colors and logo of the Japanese baseball team Hanshin Tigers. Other than the skin this unit is functionally identical to ever other NGP Color. #NEOP56010.

- ☐ **Neck Strap** **SNK** **\$10/R5**

High-quality fabric neck strap to keep your NGP from wandering too far from your neck... #NEOP-19020.

- ☐ **Neo Geo Pocket ("New" Color Version)** **SNK** **\$65/R7**

Functionally identical to the original NGP color, except it's a little slimmer. Available in some colors that the original NGP color wasn't (Crystal, Crystal Blue, Crystal Yellow among others) #Various.

- ☐ **Neo Geo Pocket (B&W Version)** **SNK** **\$40/R6**

Same as the US black & white unit, except you had more colors to pick from (how does your choice of Carbon Black, Crystal White, Platinum Blue, Silver or White, Camouflage Blue & Brown, or Maple Blue grab you?). #Various.

- ☐ **NiMH Battery Charger Kit** **SNK** **\$25/R7**

NiMH Battery Charger an 2 AA NiMH batteries, branded to match your NGP. #NEOP-23020.

- ☐ **NiMH Battery Kit** **SNK** **\$15/R7**

Spare set of NiMH NGP-branded batteries for your charger... because you can never have too many branded batteries! #NEOP-24020.

- ☐ **Ogre Battle Special Box** **SNK** **\$130/R8**

This special box includes a copy of Ogre Battle and a Crystal Blue new-style NGP Color unit. #NEOP90240.

- ☐ **Pocket Linker** **Game Choice** **\$115/R8**

32MB Flash Cart and parallel port programmer to copy/store your favorite game.

- ☐ **Samurai Spirits! Special Box** **SNK** **\$95/R8**

One of the first box sets available, this package comes with the original B&W NGP, Samurai Showdown R-1 and a special Samurai Showdown wrist strap. #NEOP90010.

- ☐ **Stereo Headphones** **SNK** **\$10/R8**

Headphones anyone? Nothing to indicate that these things are special for the NGP, except the package. #Unknown.

- ☐ **Wireless Adapter** **SNK** **\$50/R7**

This gadget takes the place of the link cable, allowing multiple NGP's to talk to each other (the game had to be coded specifically to support this peripheral). #NEOP21020.

- ☐ **Wrist Strap** **SNK** **\$10/R7**

Wrist straps are hugely popular in Japan for cell phones, so why not have one for your NGP as well? Available in 7 varieties (Clear Blue, Clear Orange, Clear White, Solid Black, Solid Blue, Camo Blue, Camo Green). #NEOP-17020.

Total # of items for this section: 13

Unknown

- ☐ **Protective Case** **Unknown** **\$5/R4**

A loose fitting pouch, shaped like an NGP with a couple of snaps to close the whole mess up. As one of the web reviewers put it, "not too much more advanced than a Zip-Loc bag!"

Total # of items for this section: 1

USA

- ☐ **AC Adapter** **SNK** **\$15/R5**

Power. #NEOP-ACU.

- ☐ **Carrying Case** **SNK** **\$15/R6**

Black carrying case with white stitch and nice NGP logo embroidered on one side. Space inside for your consoles, couple carts and some accessories. Only available direct from SNK.

- ☐ **Neo Geo Pocket (B&W Version)** **SNK** **\$45/R5**

The original B&W unit... Why SNK bothered to release a black & white console when the Game Boy Color had been out for many moons is beyond us. Released with 6 titles, in your choice of 3 decorator colors (Anthraxite, Silver, and White) #Various.

- ☐ **Neo Geo Pocket (Color Version)** **SNK** **\$60/R6**

Color... Duh. Having said that, this improvement over the original B&W unit spots one of the nicest non-backlit screens on any handheld. Available in your choice of decorate colors! #Various.

- ☐ **Neo Geo Pocket Platinum Silver Pack** **SNK** **\$85/R8**

This package comes with a special color (Platinum Silver) NGP Color and Sonic Pocket Adventure. #83-9591-01.

- ☐ **NeoGeo Pocket - Sega Dreamcast Communication Connector Cable** **SNK** **\$20/R6**

Cable to connect your NGP to a Dreamcast, supported only by a few titles. #NEOP22020.

- ☐ **NeoGeo Pocket Link Cable** **SNK** **\$15/R6**

Grab a friend, link up with this cable, go head to head. #NEOP-10021.

- ☐ **Power Worm Light** **Nyko** **\$15/R3**

This accessory combines a Ni-Cad battery pack, AC Adapter and LED light together to create one of the more useful accessories for the NGP. For those not fortunate enough to have the backlighting mod installed, this makes playing your NGP in the dark a reality. #NP-80306-S71.

- ☐ **Shock 'N Rock** **Nyko** **\$15/R3**

Another multi-purpose accessory for our friends at Nyko. This unit attaches to the bottom to the NGP, providing battery power, external stereo speakers, vibration feedback and a nice rubber grip to keep you from dropping your NGP during those marathon sessions. ©2000 Nyko Technologies. #NP-80300-S71.

Total # of items for this section: 9

BUMER MILL

☐ Arc the Lad 2	Sony	\$0/R0
☐ Army Men	3DO	\$0/R0
☐ Battle Royal	ADK	\$0/R0
ADK stands for "Alpha Denshi Corporation".		
☐ Chu Chu Rocket	Sega	\$0/R0
☐ Connected Blast Slot Puzzle	Aruze	\$0/R0
☐ Digital Primate	SNK	\$0/R0
☐ Don Chan's Casino Nights	Aruze	\$0/R0
☐ Family Stadium Baseball	Namco	\$0/R0
☐ Graduation Photograph	ADK	\$0/R0
ADK stands for "Alpha Denshi Corporation".		
☐ High School Baseball	ADK	\$0/R0
ADK stands for "Alpha Denshi Corporation".		
☐ Hyper Girls Mahjong	ADK	\$0/R0
ADK stands for "Alpha Denshi Corporation".		
☐ Ikari Warriors: The Return	SNK	\$0/R0
☐ IQ: Intelligent Qubes	Sony	\$0/R0
☐ King of Fighters R-3	SNK	\$0/R0
☐ King of Pachinko Certain Victory	Boss Comm	\$0/R0
☐ Magician Lord	ADK	\$0/R0
ADK stands for "Alpha Denshi Corporation".		
☐ Melon Chan's Growth Diary 2	ADK	\$0/R0
ADK stands for "Alpha Denshi Corporation".		
☐ Metal Slug: 3rd Mission	SNK	\$0/R0
☐ Mortal Kombat	Atari	\$0/R0
☐ MP3 Player	SNK	\$0/R0
This cartridge was display at E3 2000; included a serial cable for loading songs and was able to store 32MB of tunes. Included some neat animations from KOF and a couple other classic fighters to play along with the music. Never released.		
☐ NBA Hangtime	Atari	\$0/R0
☐ Neo Poke Bass Fishing	ADK	\$0/R0
ADK stands for "Alpha Denshi Corporation".		
☐ Neo Poke Block Game	SNK	\$0/R0
☐ NFL Blitz	Atari	\$0/R0
☐ Pachinko Hissyou Guide Pocket Parlor 2	Vistec	\$0/R0
☐ Pachi-Slot Aruze Oukoku Pocket: 9th Title (working title)	Aruze	\$0/R0
☐ Pachi-Slot Aruze Oukoku Pocket: Thunder 5	Aruze	\$0/R0
☐ Pachi-Slot Aruze Oukoku Pocket: Zero Kichi	Aruze	\$0/R0

☐ Popeye and Betty: Cartoon Land	Vistec	\$0/R0
☐ Popolocrois	Sony	\$0/R0
☐ Puzzloop	Michelle	\$0/R0
☐ Sakura Taisen	Red/SNK	\$0/R0
☐ SNK Racing	ITL/SNK	\$0/R0
☐ SNK vs. Capcom: Match of the Millennium 2	SNK	\$0/R0
☐ Soccer Database Simulation	Vistec	\$0/R0
☐ Songboy (Neo Geo Pocket Version)	SNK	\$0/R0

Another MP3 player attachment demoed at E3 2000 that never made it to market; there's a funny story relating to the founder of the company that was producing this, a Japanese restaurant, John Hardie and some bad beat-boxing. Ask him about it sometime!

☐ Super Producer	Hudson	\$0/R0
☐ Taisen Billiards Break Shot	ADK	\$0/R0
ADK stands for "Alpha Denshi Corporation".		
☐ Tekken	Namco	\$0/R0
☐ Tetris	Bullet Proof	\$0/R0

This world-popular game was originally designed for computers, was eventually created for nearly every home console, and was even converted to a coin-op by Atari Games in 1988.

☐ Tournament Pro Wrestling	Yumekobo	\$0/R0
☐ Towers: Lord Baniff's Deceit	Telegames	\$0/R0
☐ Windjammers	Taito/SNK	\$0/R0
☐ World Heroes Pocket	SNK	\$0/R0

Total # of items for this section: 44

Total # of items in all: 228

HISTORICAL NOTES

Launched in the USA 1999. Original retail price: \$69.99.

TECHNICAL NOTES

Processor: Toshiba TLCS-900h (16-bit)

Processor Speed: 6.144 Mhz

Sound Processor: Z80 (8-bit)

Sound Channels: 6 tone stereo

Memory: 16K RAM

Resolution: 160 x 152

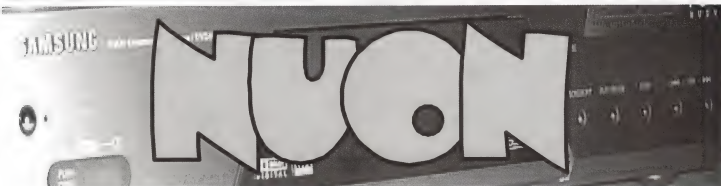
Max Sprites: 64 on-screen

Color Palette: 4096 colors

Colors: 146 max on-screen

Game Media: Cartridges

No problems using European or Japanese carts on a US system or vice-versa.



NUON. DVD Interactive.

The premise seemed simple enough – put a beefier processor, some extra RAM and game controller ports into a regular DVD player and *bam* you've got yourself a game machine inside. Infiltrate the market Trojan-horse style and eventually you'd have a huge installed user base of hardware just waiting for games to be played and movies to be viewed. And VM Labs (the company behind NUON) got gamers pulses racing with obscure tales of Merlin (the working name for NUON) and it's incredible processing power. Jeff Minter promised "no visible pixels" in his creation, *Tempest 3000*. NUON would be the gateway to limitless things you could do with your NUON-enhanced DVD player such as browse the web, play networked games, check email, view DVD movies with never-before-seen interactive content, and so on. Heck, there were even images of an "N-hanced" refrigerator and microwave floating around the Internet prior to the first hardware hitting the market.



But things wouldn't be so easy for VM Labs. They were pushing the NUON concept at a time when DVD player manufacturers were cutting any and all additional costs to try to keep the MSRP's on their players down. And while VM Labs claimed that NUON could be implemented at a minimal cost to manufacturers, it was still a cost. And while they were busy trying to secure manufacturers to incorporate their hardware, movie studios and game developers were hesitant to invest resources into NUON products without a large installed user base in place.

Add to these problems the fall of the dotcom era, and the resulting weary investors, and NUON had a very stunted lifespan. A handful of games, a few DVD players and controllers are all that VM Labs could manage before having to file for Chapter 11 bankruptcy in late 2001, and subsequently being sold to Genesis Microchip in mid 2002.

NUON as a platform really didn't have a launch in the traditional sense of a game console. You know, the 9-9-99, go and wait in line until midnight to be the first kid on the block to have the newest thing kind of launch. No, the NUON launch consisted more of scouring obscure internet electronics hardware sales pages hoping that one of them would be selling the coveted Samsung "Extiva" N2000 DVD player - the first model ever to have the NUON chip inside. Die-hards would stop into local electronics superstores hoping that the Extiva would be waiting for them inside and fans would email VM Labs to try to get some concrete information on when they'd be able to sample NUON technology for themselves. Those requests fell mostly on deaf ears, and if you were lucky enough to get a response it usually included a disclaimer that you were not to ever tell another living soul what you'd just found out.

When the first model did become available, it came with a staggering \$399 price tag. Even at 1999 DVD player prices it was considered high, but for those of us who'd been following along by reading Jeff Minter's development diary and the NUON website over and over just dreaming of the day we'd be able to play **Tempest 3000** or experience the VLM-2, it was a price we were willing to pay.

For the four bills you got the DVD player itself, along with a HPI Warrior digital game pad and an interactive demo disc, which featured playable demos of **FreeFall 3050 A.D.**, **Merlin Racing** and the coveted **Tempest 3000**. I still

remember firing **T3K** up for the first time - lights off, stereo up - and falling right into the zone. It was everything I loved about **Tempest 2000** on the Jaguar, but with everything turned up a notch. Better music, crazier visual effects, more enemies, crazy rotating and disassembling webs, the works. The experience of **T3K** made the wait (and the price), worth it. From then on, whatever came out didn't really matter, because even if (and eventually when) NUON failed, you would always have a DVD player, **Tempest 3000** and the VLM 2.

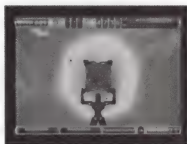
A few months later Toshiba would jump on the NUON bandwagon with their SD-2300, and Samsung followed up the next year by debuting the DVD-N501 at CES. Samsung also produced NUON hardware for other parts of the world as well, with two models for Europe and one in Korea. Logitech and HPI made a few controllers and accessories, and Motorola developed the Streamaster, a set-top-box incorporating the NUON chip.

And that was about it for NUON. Most gamers either vaguely remember hearing about NUON, or never heard about it at all. And a lack of advertising on VM Labs part played a huge roll in that. But those of us who jumped on the bandwagon and supported NUON during its short lifespan know that Tempest 3000 was reason enough.

- Kevin Manne



Ballistic



Freefall 3050



Iron Soldier 3



Merlin Racing



Space Invaders



Tempest 3000

Section written and maintained by Kevin Manne. Edited by Joe Santulli.

Game Release Notes: We've found that most people kept their boxes and manuals so we've priced these out accordingly - as "complete".

U.S. GAME RELEASES

USA

- Ballistic** **Samsung** **\$5/R2**
Developed by Infogrames. Only available as a pack-in game with the Samsung DVD-N2000 (a.k.a. "Extiva") and the Samsung DVD-N501. A few of the European Samsung N504's included the game as well. A stand-alone release of the game was planned but never happened. Puzzle/Action. LANDMARK: Ballistic was the first game ever available for the NUON platform. PERIODICALS: Electronic Gaming Monthly gave this game a 5 (out of 10). Released 07/01/00. ©2000 Mitchell Corporation.
- Freefall 3050 AD** **VM Labs** **\$10/R3 +**
Designed by Tony Takoushi. Developed by Total Arkade Software Ltd.. This game is truly unique in concept and execution, providing a breath of fresh air from most other game styles. A complex control scheme and high difficulty keep this game from being easily accessible for everyone, but the level select codes (see below) can be a big help in learning the tougher areas of the game. Shooter/Third-Person Shooter. EASTER EGGS: Access Cheats Menu: On the title screen press: up, down, left, right, left, down, up, Mission & Level Select: After entering the "Access Cheats Menu" code above, on the title screen press the B button 4 times, the L button 4 times, and then the R button 4 times. Then select "Select/Start Mission" on the title screen, and you'll see an option on the next screen for "Level Select." You are now able to choose any Mission, and then any level within that mission! PERIODICALS: GameFan Magazine gave this game an 80 (out of 100) in December of 2000 Released 12/01/00. ©1998 TAKS, LTD. #11102.
- Iron Soldier 3** **VM Labs** **\$75/R7**
Developed by Eclipse Software Design. This sequel to the Atari Jaguar series saw a brief release, but the complete and boxed versions of this game were quickly pulled due to incompatibilities with certain NUON players. As a way to "hold over" fans who had been waiting for the game to be released, a number of disc-only copies were given out for free through the NUON-Dome website. These copies were marked "Demo - Not for Resale" with a sharpie marker as a way to identify these copies from the planned corrected release of the game. Between 200-300 of these were distributed, and they contain the exact same data as the complete and boxed copies of the game. A few disc-only copies do exist without the markings on them as well. Action/Mech Battle/Sim. EASTER EGGS: » Incredible Speed: Begin a game, then pause the game and enter the following code: C B 5 A 8 7. You'll hear a chime to confirm the correct entry of the code. Released 06/01/01. ©1998 Eclipse Software. #11104.
- Merlin Racing** **VM Labs** **\$10/R3 +**
Developed by Miracle Designs. Yet another follow-up to an Atari Jaguar game on NUON. Merlin Racing was created by the same group that did Atari Karts. Merlin bears a big resemblance to the N64's Diddy Kong Racing and features 3 different vehicle types to vary the gameplay. Challenging gameplay awaits behind a cute exterior. Racing/Kart Racing. LANDMARK: Miracle Designs also developed many of the development tools for the NUON platform. EASTER EGGS: » Play as Merlin: On the password screen, enter "MAGICIAN" as your password. You can now play as Merlin in any mode except Adventure mode. » Unlock 5 Bosses: On the password screen, enter "CAMELOT" as your password. You can

now play as all 5 bosses. PERIODICALS: Electronic Gaming Monthly gave this game a 3.5 (out of 10). Released 12/01/00. ©1999, 2000 Miracle Designs. #11103.

- Next Tetris, The** **Toshiba** **\$75/R6**
Developed by Blue Planet Software. Based on the 1988 Atari Games coin-op. The Next Tetris is a game that was only available to those who purchased the Toshiba SD2300 DVD player. Initial runs of the hardware didn't include the game in the box, but consumers could mail-in a registration card that would reserve them a copy of the game once it was ready. Once the game was finished it was packed-in with the SD2300. The disc also contains playable and non-playable demos for other NUON games. A stand-alone release of the game was planned but never happened. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 4 (out of 10). Released 01/01/01. ©2000 VM Labs.
- Space Invaders XL** **Taito** **\$15/R3**
Developed by Matahari Studios. Based on the 1978 Bally Midway coin-op. Contains a few variations of the arcade classic Space Invaders. The original is here in four different variations, along with newer updates like Time Attack and the very cool two-player modes. Shooter/Fixed-Screen. LANDMARK: This was the last official commercially-released NUON game. Released 06/01/01. ©1978, 2001 TAITO Corporation. #11109.
- Tempest 3000** **Atari** **\$10/R3**
Designed by Jeff Minter. Developed by Llamasoft. Based on the 1980 Atari coin-op. The follow-up to Jeff Minters Jaguar masterpiece Tempest 20000, Tempest 3000 has faster gameplay, crazier visual effects, more enemies, and a CD-quality soundtrack. A game that definitely needs to be played to be believed. Shooter/360 Degrees. LANDMARK: This is generally considered the "killer app" game for the NUON platform, and was the main reason many people bought NUON enhanced DVD players. EASTER EGGS: Near Invulnerability: CHUPACABRA (enter as your password): What it does is make your claw immune to damage/death by enemies touching you or their shots hitting you. This even includes the Coronary Thornboses' Platelets. The only deadly enemies at this point are Pulsars and Frank Zappers' lightning bolts. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 (out of 10). Released 12/01/00. ©2000 Hasbro Interactive, 2000 Atari Interactive. #11101.

Total # of items for this section: 7

NON U.S. GAME RELEASES

Korea

- Crayon Shin Chan 3** **Samsung** **\$0/R8**
Developed by Bandai. Only available as a pack-in with the Korean Samsung DVD-N591 DVD player. Regional lockout prevents it from playing on other NUON machines, so if you want to play this game you have to get a N591 to go with it! Action/Platform/Scrolling Screen. Released 12/01/01.

Total # of items for this section: 1

HOME BREW GAMES

- NUON-Dome PhillyClassic5 Demo Disc** **NUON-Dome** **\$0/R8**
Given out at PhillyClassic 5 in 2004, thirty of these hand-numbered discs were produced and given out to visitors to the NUON-Dome table. They contain 3 homebrew games selectable via a boot loader and various NUON-related files viewable on a PC.

Miscellaneous/Compilation. Released 03/20/04.

Total # of items for this section: 1

PROTOTYPES AND ONE OF A KINDS

☐ Bust-A-Move 4 Taito \$0/R10

Developed by Matahari Studios. Based on the 1993 SNK coin-op. www.nuon-dome.com has a pre-release copy of this game. Development continued on Bust A Move 4 even past the copy that NUON-Dome was playtesting, which remedied various glitches in the game and improved frame rate in two-player mode. The game was very close to completion but VM Labs went out of business before it made it to market. Matahari Studios converted the PlayStation version of Bust-A-Move 4 (Puzzle Bobble) from Taito to the Nuon platform for VM Labs. This also involved Japanese to English translation. Unfortunately, the product was not shipped, due to VM Labs' acquisition. Puzzle/Action.

☐ Iron Soldier 3 Test Disc VM Labs \$0/R9

Developed by Eclipse Software Design. Dated 05/16/01, this was a disc issued by Panasonic Disc Services Corporation in order to undergo compatibility testing at VM Labs. Action/Mech Battle/Sim. Released 05/16/01. ©1998 Eclipse Software. #11104.

☐ Samsung Demo Disc Test VM Labs \$0/R9

Dated 03/16/01, this was a disc issued by Panasonic Disc Services Corporation in order to undergo compatibility testing at VM Labs. Labeled Ver. 1.3 #2 R0. Miscellaneous/Compilation. Released 03/16/01.

☐ Space Invaders XL Test Disc Taito \$0/R9

Developed by Matahari Studios. Based on the 1978 Bally Midway coin-op. Dated 05/16/01, this was a disc issued by Panasonic Disc Services Corporation in order to undergo compatibility testing at VM Labs. Released 05/16/01. ©1978, 2001 TAITO Corporation. #11109.

Total # of items for this section: 4

HARDWARE AND PERIPHERALS

Korea

☐ Console, DVD-N591 Samsung \$200/R7

Packaged with the game Crayon Shin Chan 3. Released 12/01/01.

Total # of items for this section: 1

Switzerland

☐ Console, DVD-N504 Samsung \$200/R6

Very similar in function to the US N501. The only Region 2 (PAL) NUON DVD player to come with NUON controller ports. EASTER EGGS: VLM: A single press on the right shoulder joystick button while in Power-Random or Time-Random mode will hold the current effect. Another button press will unlock the random mode. A single press on the left shoulder joystick button will freeze the current analog joystick position (well of course not physically). Another button press will reset.

Total # of items for this section: 1

UK

☐ Console, DVD-N505 Samsung \$150/R4

Essentially the same as the Switzerland N504 except that the N505 does not come with NUON controller ports. They can be added, though, by performing one of various hardware hacks available on the internet.

Total # of items for this section: 1

USA

☐ Console, DVD-N2000 Samsung \$50/R3

Packaged with the game Ballistic and a HPI Warrior controller. LANDMARK: This was the first NUON DVD player ever released. Released 07/01/00.

☐ Console, DVD-N501 Samsung \$100/R3

This is the most desired US NUON DVD player thanks to its MP3 playback, interactive VLM and CD-R compatibility. Most importantly, though, it is the only one of the three US-released machines that can play the downloadable homebrew games. EASTER EGGS: VLM: Fast Forward and Reverse MP3's: This trick requires a NUON controller with an Analog stick. Digital will not work. - Press and hold the L and R shoulder buttons - Move the analog stick all the way to the left - Release all buttons Now you can use the left and right C buttons (not the d-pad) on the controller to Fast Forward and Reverse. A returns to normal playback. Access Beat-Detection Debugging Tool: This trick requires a NUON controller with an Analog stick. Digital will not work. - L+R+Analog Up: ON - L+R+Analog Down: OFF

☐ Console, SD2300 Toshiba \$50/R3

Packaged with the game The Next Tetris. Most users were disappointed with its limited number of VLM effects (only 8 compared to 100+ in other units), but is a solid player overall.

Total # of items for this section: 3

BUMER MILL

☐ aMaze VM Labs \$0/R0

Developed by Fungus Amungus. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. Also seen on the Interactive Sampler demo disc. BOX DESCRIPTION: "(catalog) aMaze is based on the classic board game that challenges you to tilt the board in order to roll a steel ball through a nerve-racking maze of trap holes. Simple in theme yet elegant in graphic nature, aMaze is best described as an overall experience that is highly addictive, yet surprisingly relaxing." Non-violent gameplay - appropriate for the whole family" True to life ball physics - roll, slide, slip and even bounce the ball to victory" Easy to learn - no complicated button combinations to master"

☐ Atari's Greatest Hits VM Labs \$0/R0

Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

☐ Battleship: Surface Thunder VM Labs \$0/R0

Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

☐ Boggle VM Labs \$0/R0

Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

☐ Breakout Hasbro Interact \$0/R0

Same game that was released on the PlayStation, but didn't quite make it to the NUON. Found on a list of 2001/2002 tentatively

planned NUON software titles internal document from VM Labs. Also found on a VM Labs press release from 1/5/01.

- Bugdom** **Pangea** **\$0/R0**
 Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. BOX DESCRIPTION: "(catalog) The Bugdom was once a peaceful place ruled by the Rollie Pollies and the Lady Bugs, but not long ago the Bugdom was overthrown by the clan of the Fire Ants. After recruiting other bugs to help fight for them, they captured all of the Lady Bugs and are holding them prisoner. The leader of the Fire Ants, the new king of the Bugdom, is King Thorax. Once he is defeated, the Bugdom will return to the peaceful place it used to be. You are Rollie McFly, the only remaining bug capable of saving the Lady Bugs and restoring peace to the Bugdom. Rollie has been hiding in the Lawn area of the Bugdom and will need to travel far to get to the Ant Hill where the battle with King Thorax must take place. There will be water to cross, bugs to ride, and plenty of enemy forces to defeat, but once the Fire Ants and King Thorax have been defeated, you will become the new ruler of the Bugdom and peace will be restored. Features: > Suitable for all ages > Real-time 3D action > Over 23 different bugs and enemies > 10 huge exciting levels > Swim, jump, ride bugs, swing on ropes > Go into bee hives and ant hills > An incredible CD-quality soundtrack"

- Dragon's Lair** **VM Labs** **\$0/R0**
 This was the first blockbuster of the genre, though it wasn't the first game in the genre (that distinction is given to Sega's coin-op Astron Belt). Dragon's Lair is strictly a game of memorization, as there is a very linear sequence of events required to guide Dirk the Daring through the castle. The highlight is the animation, courtesy of Don Bluth, John Pomeroy, and Gary Goldman. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. Also seen on the Interactive Sampler demo disc.

- Dragon's Lair II: Time Warp** **VM Labs** **\$0/R0**
 Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Game of Life, The** **Hasbro Interact** **\$0/R0**
 Developed by Matahari Studios. Matahari Studios converted the PC version of The Game of Life from Hasbro Interactive to the Nuon platform for VM Labs. Unfortunately, the product was not shipped, due to VM Labs' acquisition. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. Also found on a VM Labs press release from 1/5/01.

- Hoyle Card Games** **VM Labs** **\$0/R0**
 Found on a PowerPoint slide of VM Labs' NUON Software Schedule for Q4 2000-Q2 2001.

- Jeopardy** **VM Labs** **\$0/R0**
 Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Knockout Kings** **Electronic Arts** **\$0/R0**
 Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Madden NFL Football** **Electronic Arts** **\$0/R0**
 Madden Football was a part of a "big announcement" that VM Labs had planned for their partnership with EA for the NUON platform. Unfortunately the two companies couldn't agree on the games that would appear on NUON and the deal fell through with the demise of VM Labs. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Monopoly** **Hasbro Interact** **\$0/R0**
 Developed by Wounded Badger Interactive. Hasbro Interactive (an

Infogrames Company) has brought the classic game of ruthless real-estate wheeling-and-dealing from the world of board games to the virtual world. The Wounded Badger Interactive team was developing the new Nuon Platform (www.nuon.tv) version, based on the successful Windows version of Monopoly(TM). The project was killed at Beta due to the bankruptcy of VM Labs. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. Also found on a VM Labs press release from 1/5/01. BOX DESCRIPTION: "(catalog) Mr. Monopoly is your animated Master of Ceremonies as Depression-era Atlantic City comes to life - from the rolling lawns of Park Place to the lowly backyards of Baltic Avenue! Perform all the wheeling and dealing feats that have made the MONOPOLY game the most popular in the world. Play the classic Property Trading Game from Parker Brothers® like never before. Follow all the action as animated 3-D Monopoly tokens respond to dice rolls and move around the board. With Monopoly for your NUON enhanced DVD Player, you'll never have to worry about those lost pieces or who gets to be banker. Features: * Up to six players (human or computer) can play at once. * Play one of 10 different city versions included or the classic board. * Vivid animations lets you buy, trade and sell properties in a whole new dimension. * Play Classic Monopoly or use the 'quick game' rules."

- Myst** **Cyan** **\$0/R0**
 Original game designed by Rand Miller and Robyn Miller. Appeared on just about any system that could play CD-ROMs in the 1990's. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. BOX DESCRIPTION: "(catalog) Lost in a beautifully strange and isolated world, you find two magical books. Trapped inside each book is a man, a man begging to be set free. As you travel throughout this alien world you find more and more clues as to how to free these men - but you also learn why they were trapped in the first place. Should you set them free, or keep them locked away? Only you can decide. Features: * Non-linear gameplay - go anywhere at anytime * Stunning photo realistic graphics * Intuitive and friendly gameplay - no inventory to manage and players never die."

- Native II** **VM Labs** **\$0/R0**
 Developed by Duranik. Native is a horizontal 2D sprite based shoot'em up like the old arcade classics R-Type I + II. The original Native was released in demo form for the Atari Jaguar but was never completed. Duranik had plans to develop a sequel for the NUON platform, but VM Labs was reportedly not interested in the game because of its two-dimensional graphics and old-school gameplay.

- Need for Speed III** **Electronic Arts** **\$0/R0**
 Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- New Scrabble** **VM Labs** **\$0/R0**
 Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- NUON Board Games** **VM Labs** **\$0/R0**
 Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- NUON Casino** **VM Labs** **\$0/R0**
 Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- NUON R.C. Racing** **VM Labs** **\$0/R0**
 Found on a PowerPoint slide of VM Labs' NUON Software Schedule for Q4 2000-Q2 2001.

- Pitfall: The Mayan Adventure** **Activision** **\$0/R0**

Activision never did enter the NUON fray, but this would have been a part of the game that was seen on several other systems such as Jaguar and Sega CD. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Pong Atari \$0/R0**
Developed by Matahari Studios. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Power Excavator VM Labs \$0/R0**
Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q RC de Go! Taito \$0/R0**
This game was released on the PlayStation system. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. Also found on a VM Labs press release from 1/5/01.

- Q Risk 2 VM Labs \$0/R0**
Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Riven Cyan \$0/R0**
Riven is the sequel to Myst. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. Also seen on the Interactive Sampler demo disc.

- Q Shanghai: Mahjongg Essentials Activision \$0/R0**
Developed by Matahari Studios. Matahari Studios began work converting the PC version of Shanghai Mah-Jongg Essentials from Activision to the Nuon platform for VM Labs. Unfortunately, this project was cancelled when VM Labs was sold. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Sorry! VM Labs \$0/R0**
Developed by Matahari Studios. Matahari Studios began work converting the PC version of Sorry! from Hasbro Interactive to the Nuon platform for VM Labs. Unfortunately, this project was cancelled when VM Labs was sold. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Space Ace VM Labs \$0/R0**
Designed by the same team that brought us Dragon's Lair, here is Dragon's Lair set in the future, with a gun instead of a sword, and with the ability to transform puny Dexter into powerful Ace. The long-standing issue between fans of these games is "Who is hotter, Kimmy from Space Ace or Daphne from Dragon's Lair?" Send us your vote, it's very important. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Speedball 2100 Bitmap Brothers \$0/R0**
Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Spider-Man VM Labs \$0/R0**
Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Star Trek: Invasion Activision \$0/R0**
Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Tiger Woods PGA Golf Electronic Arts \$0/R0**
Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Wheel of Fortune VM Labs \$0/R0**

Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q Yahtzee VM Labs \$0/R0**

Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs.

- Q zCards VM Labs \$0/R0**

Developed by zGames. Found on a list of 2001/2002 tentatively planned NUON software titles internal document from VM Labs. BOX DESCRIPTION: "(catalog) zGames is about to revolutionize card playing! With zCards, you can actually see your friends as you play cards. Look at them! Wave at them! With zCards it is easy to interact. Features: » Balloon Chat » Wacky Animation

» Multiple Characters » Popular Card Games » Internet Play » zGames is bringing the first online-playable game for NUON in zCards. Featuring multiple card games such as Spades, Hearts and Euchre along with additional games, zCards looks to be a decent way to pass the time with friends."

Total # of items for this section: 37

DEMOS, SAMPLES, & NON GAMES

- Q Interactive Sampler VM Labs \$0/R6**

Essentially the same as the Spring 2000 Interactive Sampler, but is missing the FreeFall Playable demo and has an About PDSC video clip on it. Released 07/01/00. ©2000 VM Labs.

- Q Interactive Sampler (Spring VM Labs \$0/R6 2000)**

Was included with the Samsung DVD-N2000 DVD player. Contains both playable and non-playable demos of various NUON games. Released 07/01/00. ©2000 VM Labs.

- Q Interactive Sampler (Spring VM Labs \$0/R7 2000) VSDA Edition**

Essentially the same as the regular Interactive Sampler, but has Zuma Digital and PDSC logos printed on the disc, and an "About PDSC" video that is viewable on the disc. It was made specifically for the 2000 VSDA trade show in Las Vegas and there were only approximately 1500 ever produced. Released 07/01/00. ©2000 VM Labs.

Total # of items for this section: 3

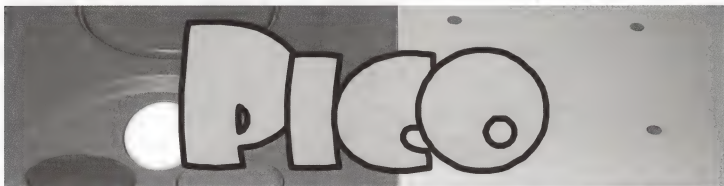
Total # of items in all: 59

HISTORICAL NOTES

Launched in the USA 1999.

TECHNICAL NOTES

Game Media: DVD



The videogame industry's hardware manufacturers have often struggled with their image. When the videogame market is strong, they focus on their consoles. But anytime the home computer market starts to dig into their profits, they suddenly become "home computer" companies as well. Consoles become computers, as keyboards, disk drives, printers and other add-ons are quickly developed to attach to various console ports. Or a console may be completely marketed as a computer. That is the strategy Sega followed when it introduced the Pico in 1993 as "The Computer That Thinks It's a Toy!"

Sega itself was going through a bit of an identity crisis in the early 90's. The company that had briefly held the top spot in the videogame market seemed to have no business strategy at all. It was repackaging its Genesis system in a variety of configurations, dabbling in the handheld market, producing Genesis add-ons (to prolong the aging console's shelf life), developing a new console (the Saturn), and starting up a toy division. It was the toy division that gave life to the Pico.



The Pico was designed to look like a children's laptop computer and it does open like one. However, it does not have its own internal monitor and has to be hooked up to a TV or monitor via RCA composite jacks. When open, the flat bottom portion of the Pico contains five buttons (a 4-way directional pad and an action button), a writing stylus (similar to a light pen, titled the "Magic Pen"), and a touchpad drawing area. Overlays could be placed on the drawing area, but only one US title, **Musical Zoo**, came with its own overlay. The vertical back portion of the unit houses the large 'cartridges with built in books' called Storyware. These cartridges plug into a port at the base of the back wall.

Storyware cartridges each contain 11 page books constructed of heavy laminated cardboard. Most 2 page spreads in the books display a single picture. Many times this picture is what is displayed on the monitor when you first turn to that page. Selecting an item on the page will then launch a mini-game or learning exercise based on the selection. Every cartridge includes a drawing/art studio section. Unfortunately, there is no way to save or print your creations (and they called this a computer!).

The Pico was designed with children in mind, and it shows. The unit itself and the Storyware cartridges are constructed out of colorful plastics and are very sturdy. The buttons are large and easy to press. The stylus is easy to hold and very responsive. There are a couple of oversights though. The tethered stylus does tend to get twisted, and the wire coating can split over time (replacement parts are easily found on the web though). Also the pages in the Storyware books aren't heavily reinforced and can get pulled out.

Sega used many children's favorites when it licensed characters for the Pico. The **Berenstain Bears**, **Crayola**, **The Magic School Bus**, **Mickey Mouse**, **The Muppets**, **Sesame Street** and **Winnie the Pooh** all had their own titles. Sega didn't forget its own characters, and presented all new games featuring **Sonic**, **Tails** and **Ecco**. Most of these titles are miles ahead of the often terrible children's titles that were released for the Nintendo NES, SNES and Sega Genesis. Actually, the titles bearing Sega's characters are some of the weakest in the Pico library.

The Pico was a very innovative console. While its chipset was heavily based on the Genesis, it also utilized optical sensors (for determining which page was currently open) and graphics pad technology. A scrapped peripheral for the Genesis, titled the MegaPad, became the drawing pad of the Pico.

The Pico was originally launched in Japan in 1993. A US release followed in 1994. The US release contained **Richard Scarry's Huckle and Lowly's Busiest Day Ever** as a pack-in and cost \$159.99. Sega didn't advertise the Pico in the traditional videogame places. Instead, they tried to appeal to the educational community. A custom school bus was used to travel to schools, museums and other educational centers and showcase the Pico and its Storyware titles. Although the system was acclaimed by some educational boards and panels, it flopped in the US. Only 20 original titles were released for the system in the US (Hey, that's half a dozen better than the Virtual Boy!) between 1994 and 1997.

In 1999, Majesco (the same company who had developed the Genesis 3 and the Game Gear re-release) decided to re-release the Pico in the US. The pack-in was removed, and they released it at a \$49.99 price. Majesco also re-released seven of the Storyware titles. While the re-release did give the overlooked console a little more exposure, it never caught on.

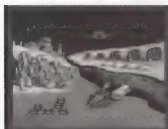
But the Pico's story doesn't end here. In Japan, the Pico continues to thrive. New releases continue to come out for the system, including an exclusive **Pokemon** game in 2003. Japanese game developers saw potential in the Pico's interactive design. One of the innovations they came up with was play sets which snapped onto the Pico (over the buttons and drawing pad). Actions performed on the play sets would be transmitted to the game via button presses and drawing pad movements. Play sets included such things as a kitchen, an automobile console, interactive action figures, and many, many more. It is hoped that these titles will be cataloged for the next revision of this book.

It's a shame the Pico didn't do better in the US. My kids (currently 4 and 6) play with the system almost daily. The system is powerful enough to produce some very entertaining and educational experiences. The audio is very good (although not stereo), and some titles include digitized voice. The **Magic Pen** even gets kids prepared to interact with PDA and other stylus devices. While this isn't a system most gamers will want to add to their collection, gamers with young kids should give it a look.

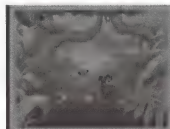
- Andrew Krieg



Berenstain Bears



Ecco Jr



Lion King



Math Antics



Sesame Street



Tails Music Maker

Section written and maintained by Andrew Krieg. Edited by Joe Santulli.

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete". The challenge will be to find the packaging in good condition.

U.S. GAME RELEASES

USA

- ☐ **Adventures in Letter Land with Jack and Jill** Thinking Cap \$30/R5
Developed by Realtime Associates. Educational/Language. Released 1995. #T-182021.
- ☐ **Berenstain Bears' A School Day** Sega \$20/R3
Educational/General. LANDMARK: This was a launch title in the US. Released 1995. #49036.
- ☐ **Crayola Crayons: Create a World** Sega \$10/R3
Educational/Art. Released 1995. #49027.
- ☐ **Ecco Jr. and the Great Ocean Treasure Hunt** Sega \$20/R3
Educational/General. LANDMARK: This was a launch title in the US. Released 1994. #49022.
- ☐ **Great Counting Cap with the 3 Blind Mice, The** Thinking Cap \$30/R5
Developed by Realtime Associates. Educational/Math. Released 1995. #T-182011.
- ☐ **Lion King, The: Adventures at Pride Rock** Sega \$8/R2
Re-released by Majesco in 1999 (part number 01186). Miscellaneous/Mini-Games. BOX DESCRIPTION: "Lovable young Simba is here to guide your children on a wonderful learning adventure. On their journey, they'll encounter a variety of fun mental challenges like following an alphabet maze and matching shapes to create an African animal. Using characters from the story and their own original art, your children will create and animate their own cartoons!" Released 1995. #49037.
- ☐ **Magic Crayons** Sega \$8/R2
Re-released by Majesco in 1999. Educational/Art. LANDMARK: This was a launch title in the US. BOX DESCRIPTION: "Beware! The Color Miser is on the loose vacuuming up color wherever he goes. Your children will learn about shapes, colors, patterns and more as their artistic expression takes over. They'll exercise their imagination creating toys and recoloring over 15 different scenes! Using characters from the story and their own original art, your children will create and animate their own cartoons!" Released 1994. #49026.
- ☐ **Math Antics with Disney's 101 Dalmations** Sega \$8/R2
Re-released by Majesco in 1999 (part number 01187). Educational/Math. BOX DESCRIPTION: "It's playful pups on the loose with Disney's 101 Dalmations! Join Pongo and Perdita on exciting adventures when their lovable pups are kidnapped from their happy home. After choosing an easy or advanced level, children solve number problems while helping to rescue the puppies from evil Cruella De Vil. They'll learn to count by ones and tens and figure out size relationships, too. Using cute characters from the story and their own original art, your children will create and animate their own cartoon adventures!" Released 1996. #49047.
- ☐ **Mickey's Blast Into the Past** Sega \$10/R3

Re-released by Majesco in 1999. Educational/General. LANDMARK: This was a launch title in the US. Released 1994. #49024.

- ☐ **Muppets on the Go!, The** Sega \$15/R3
Miscellaneous/Mini-Games. Released 1996. #49046.
- ☐ **Musical Zoo** Sega \$35/R4
This is the only US title that came with a custom keyboard overlay. Price and rarity above includes this. The overlay is still available from sega-parts.com. Released 1995. #49034.
- ☐ **Pepe's Puzzles** Sega \$25/R4
Miscellaneous/Mini-Games. Released 1995. #49035.
- ☐ **Pocahontas Riverbend Adventures** Sega \$20/R3
Miscellaneous/Mini-Games. Released 1995. #49030.
- ☐ **Richard Scarry's Huckle and Lowly's Busiest Day Ever** Sega \$5/R2
This was the pack-in title when the Pico was released in the US. The Pico was later repackaged by Majesco with no pack-in. This title was re-released by Majesco in 1999 (part number 01181). Educational/General. LANDMARK: This was a launch title in the US. BOX DESCRIPTION: "Richard Scarry's lovable characters come to life in this colorful learning adventure that is sure to delight and amaze your children! Stimulate imagination and make learning exciting as your youngsters create and animate their own cartoons, and spend hours exploring the shops and streets of Bustown with Huckle and Lowly. Learning has never been so much fun!" Released 1994. #49028.
- ☐ **Scholastic's The Magic School Bus: Going Places** Sega \$20/R3
Educational/General. LANDMARK: This was a launch title in the US. BOX DESCRIPTION: "The wonders of the world await discovery when your children ride Scholastic's The Magic School bus. They'll travel into the Solar System and learn about planets and the space shuttle. In Dinosaur Land, children will hunt for fossils beneath the earth. To observe mysterious sea creatures, they'll journey to the depths of the Ocean. Children will even explore the Human Body. Using objects from the story and their own original art, your children will create their own adventures." Released 1995. #49038.
- ☐ **Sesame Street: Alphabet Avenue** Sega \$8/R2
Re-released by Majesco in 1999 (part number 01188). Educational/Language. BOX DESCRIPTION: "Lovable Sesame Street characters including Big Bird and Elmo guide your children as they explore Alphabet Avenue. Travel from the junkyard to the beach to Cookie Monster's bakery as your children learn how to recognize shapes, letters and words. Choose easy or hard mode to play all the fun games and learning activities. With the help of the Sesame Street friends, your children can create their own drawings!" Released 1997.
- ☐ **Smart Alex and Smart Alice: Curious Kids** Sega \$30/R5
Probably the best of the US releases. Educational/General. Released 1995.
- ☐ **Sonic the Hedgehog's Gameworld** Sega \$30/R4
Miscellaneous/Mini-Games. BOX DESCRIPTION: "Let's go to the fair and visit Sonic's Gameworld! With the help of their favorite Sega characters - Sonic, Tails and Robotnik - children uncover hidden talents while playing Hoops, Sonic-Ball, Robotnik-Bop and ten more fun games and activities. They'll develop good hand-eye coordination and motor skills, and even pick up some fine points on game strategy. You'll be amazed at how much your children can learn while having fun!" Released 1996. #49049.

- ☐ **Tails and the Music Maker** Sega \$15/R3
LANDMARK: This was a launch title in the US. BOX DESCRIPTION:
"Tails is here to take your children on a musical journey. He'll
introduce them to instruments and teach them about rhythm,
tempo, scales and more. They can even play a tune on their own
music maker! Using characters from the story and their own original
art, your children will create and animate their own cartoons!"
Released 1994. #49023.

- ☐ **Year at Pooh Corner, A** Sega \$5/R1
Re-released by Majesco in 1999 (part number 01183).
Educational/General. LANDMARK: This was a launch title in the US.
Released 1994. #49021.

Total # of items for this section: 20

NON U.S. GAME RELEASES

- ☐ **Mickey Mouse Visits an Amusement Park** Sega \$0/R0
Educational/General. Released 1993.
Total # of items for this section: 1

RUMOR MILL

- ☐ **Pink Panther's Magic Island, The** Sega \$0/R0
☐ **Pink Panther's Shapes and Colors, The** Sega \$0/R0
Total # of items for this section: 2
Total # of items in all: 23

HISTORICAL NOTES

Launched in the USA 1994. Original retail price: \$139.99.

TECHNICAL NOTES

Processor: 16-bit

Game Media: Cartridge/Storybook combo



It seems that in the gaming community everyone is there when a system launches, standing in lines as far as the eye can see hoping to get theirs before the store sells out. When it came to the PlayStation, I'm pretty sure that I was at home that September day in 1995, playing my Sega Genesis and Nintendo not even caring that a gaming revolution was beginning. I can even remember seeing it in the stores later and telling my parents that a system with that many buttons on the controller HAD to suck and to not even worry about buying one for me because games on CD were a fad and that no one would play a game with load times, when they could play something on cartridge instantly. I carried on that thought when I bought my Nintendo 64, and didn't think much more about the PlayStation until 1999 when the then girlfriend got a system and games for her birthday after getting addicted to **Bust-A-Groove**.

Next thing I knew I was buying games for a system that I didn't even own, just so I could play them when I was at her house. She ended up getting me one of my own for Christmas, and after that I was hooked, and it was all downhill from there.



The PlayStation started for Sony back in 1991, when an idea for a joint system with Nintendo was introduced. It was supposed to be a disc system that would be an add-on to the SNES, giving it a multimedia feel. However this didn't sit well with Nintendo as Sony was planning to use this to push both their music and their movies, in game form which could be created as the movies developed, and hit when the movies did (sounds familiar doesn't it?). Nintendo ended up breaking the deal and the system went into limbo. After a short deal with Sega for the same type of system, Sony decided that they were going to go at it themselves, and enter the game market with the PlayStation. Having seen the problems of the smaller systems (Atari's Jaguar and the Panasonic 3DO) Sony made a move signing over 250 developers to create games for their new system in early 1994. The PlayStation launched in Japan on December 3rd 1994. In 1995 Sony had also secured over 100 US developers who were going to create games and Michael Jackson helped debut the system in America at E3. On September 9th 1995 the PlayStation entered into the market with 17 games, doing surprisingly well with over 100 thousand pre-orders at launch.

By 1996 the system had pushed over 7 million units worldwide, and had helped to revitalize a market that had started to go stale with weak systems and poor games. Sony made a startling move and stole Squaresoft from Nintendo when they offered better support than Nintendo was willing to either offer or give for **Final Fantasy VII** on the Nintendo 64. Along with **Final Fantasy** the PlayStation also got great game franchises from both third party groups including Resident Evil from Capcom, **Metal Gear Solid** and **Castlevania** from Konami, **Tomb Raider** from Eidos and the **Tony Hawk** series from Activision. Sony also got from some great franchises from their own developers with **Crash Bandicoot**, **Spyro The Dragon**, **Twisted Metal**, and **Jet Moto**. Besides the games the system did something else for the market. They made it cool for everyone to play games. With an ever expanding library and a low price point there was hardly a reason that you could come up with to not find at least a handful of games that were enjoyable. The system itself has gone through a few stages, ending in its current incarnation the PSOne. Smaller, portable, LCD Screen capable and shrunk due to the technology upgrades of the PS2, the PSOne helped to keep the system viable and still worth producing games for even when its much bigger brother is now available. There is no

system that has as many games released for just one system as the PlayStation, having been in production for almost 10 years; games are still slated for release through 2004. This truly is the Energizer Bunny of the videogame industry; it truly keeps going and going and going and going...

You can always play in your world, we'll help you have fun collecting in ours.

- Steve Wilcox



Castlevania SOTN



Driver



Gran Turismo



Pac Man World



PaRappa the Rapper



Resident Evil



Soul Blade



Tekken



Thrill Kill

Section written and maintained by Kris Roper. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Adam Harvey.

Game Release Notes: This system is priced as "complete" due to its relative newness. Complete games include the manual, CD case, inner artwork (which shows through the back of the CD case), and of course, the game itself.

Lots of additional non-US releases that could not be squeezed into these pages are on the Digital Press website. Click the "Online Rarity Guide" link and find all kinds of additional import game information on this system.

U.S. GAME RELEASES

-  **007 Racing** **Electronic Arts** **\$8/R2**
Developed by Eutechnyx. Released 11/1/2000. #SLUS-01300.
-  **007: The World is Not Enough** **Electronic Arts** **\$10/R2**
Developed by Black Ops. Also available in the "Greatest Hits" packaging. Released 11/1/2000. #SLUS-01272.
-  **007: Tomorrow Never Dies** **Electronic Arts** **\$5/R1**
Developed by Black Ops. Also available in the "Greatest Hits" packaging. Also available in "Collector's Edition" packaging. **EASTER EGGS:** Let's get you invincible. Pause a game in play, then press Select, Circle, Circle, Triangle, Triangle, Triangle, Triangle. Released 1/1/2000. #SLUS-00975.
-  **101 Dalmatians II: Patch's Eidos** **\$8/R3**
London Adventure
Developed by Digital Eclipse. Based on the movie. #SLUS-01574.
-  **102 Dalmatians: Puppies to the Rescue (Disney's)** **Eidos** **\$10/R2**
Developed by Toys for Bob. Released 11/1/2000. #SLUS-01152.
-  **1Xtreme** **Sony** **\$2/R2**
a.k.a. ESPN Extreme Games
Developed by 989 Studios. Greatest Hits version of ESPN Extreme Games. #SCUS-94503.
-  **2Xtreme** **Sony** **\$2/R1**
Developed by 989 Studios. Also available in the "Greatest Hits" packaging. Released 11/1/1996. #SCUS-94508.
-  **3 Game Value Pack Volume** **Tommo** **\$20/R2**
#1
A "boxed set" containing the games Battle Hunter, Bowling, and Crossroad Crisis.
-  **3 Game Value Pack Volume** **Tommo** **\$20/R2**
#2
A "boxed set" containing the games Kickboxing, Billiards, and Shooter Starfighter Sanvein.
-  **3 Game Value Pack Volume** **Tommo** **\$20/R2**
#3
A "boxed set" containing the games Snowboarding, All-Star Slammin' D-Ball, and Shooter Space Shot.
-  **3 Game Value Pack Volume** **Tommo** **\$20/R2**
#4
A "boxed set" containing the games Putter Golf, Tennis, and Boxing.
-  **3 Game Value Pack Volume** **Tommo** **\$20/R2**
#5
- A "boxed set" containing the games Card Games, Racing, and Board Game Top Shop.
-  **3 Game Value Pack Volume** **Tommo** **\$20/R2**
#6
A "boxed set" containing the games Chess, King of Fighters '99, and Puzzle Star Sweep.
-  **3D Baseball** **Crystal Dynam** **\$6/R3**
a.k.a. 3D Baseball: The Majors (Japan)
Developed by Crystal Dynamics. Released 11/1/1996. #SLUS-00066.
-  **3Xtreme** **989 Studios** **\$2/R1**
Developed by 989 Studios. #SCUS-94231.
-  **40 Winks** **GT Interactive** **\$5/R1**
Developed by Eurocom. Released 12/1/1999. #SLUS-00874.
-  **Ace Combat 2** **Namco** **\$13/R4 +**
Developed by Namco. Released 8/1/1997. #SLUS-00404.
-  **Ace Combat 3: Electrosphere** **Namco** **\$20/R4**
Developed by Namco. A 2-CD set. Namco NegCon controller compatible. Released 2/1/2000. #SLUS-00972.
-  **Aces of the Air** **Agetec** **\$15/R4**
Developed by Highway Star. Released 6/2/2004. #SLUS-01470.
-  **Action Bass** **Take2 Interact** **\$2/R1**
Designed by C Baba, K Shinohara, T Hori, Y Iwanari. Developed by Vingt-et-un. Compatible with a Fishing controller. Released 7/1/2000. #SLUS-01248.
-  **Action Man: Operation Extreme** **Hasbro Interact** **\$3/R3**
a.k.a. Action Man: Destruction X (Europe)
Developed by Blitz Games. #SLUS-00887.
-  **Activision Classic Games** **Activision** **\$10/R2**
a.k.a. A Collection of Activision Classic Games for the Atari 2600
Designed by Mike Livesay, David Crane, Garry Kitchen, Carol Shaw. Developed by Livesay Technologies. Also available in the "Greatest Hits" packaging. Released 9/1/1997. #SLUS-00777.
-  **Adidas Power Soccer** **Psygnosis** **\$3/R4**
Developed by Psygnosis. Multiplayer adapter compatible. Released 9/1/1996. #SCUS-94502.
-  **Adidas Power Soccer '98** **Psygnosis** **\$4/R4**
Developed by Shen. Multiplayer adapter compatible. Released 6/1/1998. #SLUS-00547.
-  **Advanced Dungeons & Dragons: Iron & Blood: Warriors of Ravenloft** **Acclaim** **\$3/R3 -**
Developed by Take2 Interactive. #SLUS-00378.
-  **Adventures of Lomax, The** **Psygnosis** **\$20/R6**
a.k.a. Lomax (Japan, Europe)
Developed by Psygnosis. A spin-off of the popular "Lemmings" series. Released 10/1/1996. #SCUS-94906.
-  **Agile Warrior F-111X** **Virgin** **\$10/R3**
Developed by Black Ops. Also available in "long box" packaging. **EASTER EGGS:** For an invincible plane, pause the game and press Left, Square, Square, Square, Square, Up, Triangle, Triangle, Triangle, Right, Circle, Down, X, Triangle, Triangle, Triangle, Square. Released 11/1/1995. #SLUS-00023.
-  **Air Combat** **Namco** **\$5/R1**
a.k.a. Ace Combat (Japan)

Developed by Namco. Based on the 1992 Namco coin-op. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. Based on the Ace Combat arcade game. LANDMARK: This was the first flight sim available on the PlayStation. EASTER EGGS: a) There is a hidden load screen but more importantly a hidden mini-game. Start by holding the R1 and Circle buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late - but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around. b) Now for that mini-game. When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygar will appear in the lower left corner of the screen to indicate that the code worked. Now proceed to the "loading" screen again. The "loading" menu will be replaced by a strange hidden game in which you must steer the Air Combat bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Get a score of 4.60 or higher and you'll get something but we're not sure what. Released 9/1/1995. #SLUS-00001.

❑ **Air Hockey** **Mud Duck** **\$5/R1**
Released 9/3/2004. #SLUS-01467.

❑ **Akuji: The Heartless** **Eidos** **\$6/R2**
Designed by Josh Rose, Egan Hirvela, Jeff Morgan, Christopher Porter. Developed by Crystal Dynamics. Features the voice of Richard Roundtree. Also has demos of Tomb Raider III and Legacy of Kain: Soul Reaver. EASTER EGGS: Make Akuji invincible. Pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Released 1/1/1999. #SLUS-00715.

❑ **Aladdin in Nasira's Revenge** **Sony** **\$12/R2**
(Disney's)
Developed by Argonaut. Released 3/1/2004. #SCUS-94569.

❑ **Alexi Lalas International** **Take2 Interact** **\$5/R3**
Soccer
a.k.a. **Golden Goal Featuring Alexi Lalas (original name)**
Developed by Z-Axis. Released 5/1/1999. #SLUS-00872.

❑ **Alien Resurrection** **Fox Interactive** **\$4/R3**
Developed by Argonaut. #SLUS-00633.

❑ **Alien Trilogy** **Acclaim** **\$5/R1**
Designed by Matt Nagy, Andy Squirrel, Greg Michael, David Shea. Developed by Probe. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. Released 2/1/1996. #SLUS-00007.

❑ **Allied General** **Mindscape** **\$6/R3**
Developed by Strategic Simulations. Released 10/1/1996. #SLUS-00303.

❑ **All-Star Baseball '97 Featuring Frank Thomas** **Acclaim** **\$2/R4**
Released by Iguana. Released 5/1/1997. #SLUS-00392.

❑ **All-Star Racing** **Mud Duck** **\$5/R1**
Released 6/2/2004. #SLUS-01460.

❑ **All-Star Racing 2** **Mud Duck** **\$5/R1**
Released 2/3/2004. #SLUS-01510.

❑ **All-Star Slammin' D-Ball** **Agetec** **\$10/R2**
#SLUS-01431.

❑ **Alone in The Dark: One-Eyed Jack's Revenge** **Kokopeli** **\$12/R5**
a.k.a. **Alone in the Dark: Jack is Back (Europe)**

Designed by Josiane Girard, Malbieu-Claude Chabaud. Developed by 1-motion. Packaged with a five minute pre-paid phone card, good for hints on the game. Kokopeli is a division of THQ. Released 8/1/1996. #SLUS-00239.

❑ **Alone In The Dark: The New Infogrames** **\$8/R3**
Nightmare

Designed by Laurent Franchet, Guillaume Gouraud, Sebastian Lambotton, David Rochedieu. Developed by Darkworks. A 2-CD set. The name "Edward Carnby" is also used in the Gabriel Knight: Sins of the Fathers PC game. In that game, every forty years a man is given the name Edward Carnby and will be destined to fight evil. Coincidence? Released 6/1/2004. #SLUS-01201/01377.

❑ **Alundra** **Working Designs** **\$12/R3**
a.k.a. **The Adventures of Alundra (Europe)**

Designed by Yasunaga Oyama. Developed by Matrix Software. Working Designs actually printed nine different CD label variations for this game. Which one do you have? Also packaged with a map. Released 1/1/1998. #SLUS-00553.

❑ **Alundra 2** **Activision** **\$12/R3**
Developed by Contrail. Released 3/1/2000. #SLUS-01017.

❑ **Amazing Virtual Sea Monkeys, The** **Mud Duck** **\$7/R2**
Developed by Red Cap Software. Released 8/1/2002. #SLUS-01475.

❑ **American Pool** **Mud Duck** **\$5/R2**
Developed by Mud Duck. #SLUS-01448.

❑ **Andretti Racing** **Electronic Arts** **\$4/R3**
Designed by Hai-Ping Kenneth Chao, Mark A Fong, Joyce Kamimura, James Larsen. Developed by Stormfront. Also available in the "Greatest Hits" packaging. Chosen as one of the "Top 10 Sports Games of All Time" by Electronic Gaming Monthly in 8/97. Supports multiple-system linking. Released 8/1/1996. #SLUS-00264.

❑ **AnimaNiacs Ten Pin Alley** **ASC Games** **\$12/R4**
Developed by Saffire. Released 12/1/1998. #SLUS-00784.

❑ **Animorphs: Shattered Reality** **Infogrames** **\$8/R3**
Developed by SingleTrac. Based on the TV and book series. Released 8/1/2000. #SLUS-01010.

❑ **Ape Escape** **Sony** **\$10/R1 +**
a.k.a. **Saru! Get You! (Japan)**
Developed by Sony. This game must be played with an analog controller. It will not be playable with a regular one. Also available in the "Greatest Hits" packaging. Voted #100 in the "Top 100 Games of All Time" poll in the 100th issue of Game Informer Magazine. LANDMARK: This was the first PSX game to take full advantage of the analog controller. Released 12/1/1998. #SCUS-94423.

❑ **Apocalypse** **Activision** **\$5/R1**
Designed by Aaron Cammarata, Chad Findley, Jason Uyeda. Developed by Neversoft. Features the talents of Bruce Willis and Poe. EASTER EGGS: What better way to face the apocalypse than to do so innocently? Hold L1, press Down, Up, Left, Left, Triangle, Up, Right, Down. Released 11/1/1998. #SLUS-00373.

❑ **Aquanaut's Holiday** **Sony** **\$4/R2**
Designed by Hideki Matsudaka, Satoshi Kawabata. Developed by Artlink. Released 11/1/1998. #SCUS-94603.

❑ **Arc the Lad Collection** **Working Designs** **\$40/R2**
Developed by ARC Entertainment. A 5-CD set. Includes the games Arc the Lad, Arc the Lad II, Arc the Lad III, and Arc the Lad Monster Tournament. Includes a "Making Of" CD, a hardbound

- manual/art book, a memory card holder, and character standees. Three label variations. Other part numbers include / SLUS-01224B/01252-5B (Alternate) / SLUS-01224C/01252-5C (Alternate 2). **EASTER EGGS:** To play the hidden mini-game "Slime Time", load the "Making Of..." disc. When the menu appears, press Circle, Circle, X, Square, Square, Triangle, Circle, X, Square, START. Released 2/2/2004. #SLUS-01224A/01252-5A.
- ☐ **Arcade Party Pak** Midway \$10/R2
Designed by John Harris, Chris Iden, Mark Bell, Diego Link. Developed by Digital Eclipse. Compilation containing coin-op classics 720, Rampage, Klax, Toobin', Smash TV, and Super Sprint. 720, Toobin', and Super Sprint do not work on the PS2. Mouse compatible and multi-player adapter compatible. Released 12/1/1999. #SLUS-00952.
- ☐ **Arcade's Greatest Hits: The Atari Collection 1** Midway \$12/R3 +
Developed by Digital Eclipse. Compilation containing coin-op classics Asteroids, Battlezone, Centipede, Missile Command, Super Breakout, and Tempest. Mouse compatible. Released 12/1/1996. #SLUS-00399.
- ☐ **Arcade's Greatest Hits: The Atari Collection 2** Midway \$12/R3 +
a.k.a. Midway Presents Arcade's Greatest Hits: The Atari Collection 2 (Alternate Name)
Developed by Digital Eclipse. Compilation containing Atari coin-op classics Paperboy, Gauntlet, RoadBlasters, Crystal Castles, Marble Madness and Millipede. Mouse compatible and multi-player adapter compatible. Released 3/1/1996. #SLUS-00449.
- ☐ **Arcade's Greatest Hits: The Midway Collection 2** Midway \$12/R3 +
a.k.a. Midway Presents Arcade's Greatest Hits: The Midway Collection 2 (Alternate Name)
Designed by Jeff Vasavour. Developed by Digital Eclipse. Compilation containing Midway coin-op classics Joust 2, Splatt!, Burgerime, Blaster, Moon Patrol, Tapper and Spy Hunter. Also includes a trivia quiz. Released 4/1/1996. #SLUS-00450.
- ☐ **Arcade's Greatest Hits: Williams** Midway \$12/R3 +
a.k.a. Williams Arcade's Greatest Hits
Developed by Williams. Available in "long box" packaging.
- ☐ **Ace 51** Midway \$9/R2
Developed by Tantalus. Based on the 1995 Atari coin-op. Not compatible with the Guncon. Light gun compatible and mouse compatible. Released 11/1/1997. #SLUS-00164.
- ☐ **Armored Core** Sony/Agetec \$20/R3 +
Developed by From Software. Has three cover variations: The regular Sony release, the Agetec "Greatest Hits" release, and the Agetec "Just re-released" release. Supports multiple-system linking and dualstick controllers. Released 11/1/1996. #SCUS-94182 (Sony)/SLUS-01323 (Agetec).
- ☐ **Armored Core: Master of Arena** Agetec \$15/R3 +
Developed by From Software. A 2-CD set. Supports multiple-system linking and dualstick controllers. Released 2/1/2000. #SLUS-01030/01081.
- ☐ **Armored Core: Project Phantasma** ASCII \$24/R5 +
Developed by From Software. Supports multiple-system linking and dualstick controllers. Released 9/1/1998. #SLUS-00670.
- ☐ **Armorines: Project S.W.A.R.M.** Acclaim \$8/R2
Developed by Probe. Released 3/1/2000. #SLUS-01022.
- ☐ **Army Men 3D** 3DO \$5/R1
Developed by Studio 3DO. Also available in the "Greatest Hits" and "Collector's Edition" packaging. Released 3/1/1999. #SLUS-00491.
- ☐ **Army Men Gold Collector's Edition** 3DO \$20/R2
Developed by Studio 3DO. A "boxed set" containing the games Army Men 3D, Army Men: Air Attack, and Army Men: Sarge's Heroes. Each game comes in its own jewel case.
- ☒ **Army Men World War 3D** \$8/R2
a.k.a. Army Men: Operation Meltdown (Europe)
Developed by Studio 3DO. Released 4/1/2000. #SLUS-01079.
- ☐ **Army Men World War: Final Front** 3DO \$10/R2
a.k.a. Army Men: Lock N Load (Europe)
Developed by Studio 3DO. Released 3/1/2004. #SLUS-01327.
- ☐ **Army Men World War: Land Sea Air** 3DO \$8/R2
a.k.a. Army Men Operation Meltdown: Land, Sea, Air (Europe)
Developed by Studio 3DO. #SLUS-01203.
- ☐ **Army Men World War: Team Assault** 3DO \$5/R2
a.k.a. Army Men; Team Assault (Europe)
Developed by Studio 3DO. Released 12/1/2004. #SLUS-01435.
- ☒ **Army Men: Air Attack** 3DO \$4/R1
Developed by Studio 3DO. Also available in the "Greatest Hits" and "Collector's Edition" packaging. #SLUS-00913.
- ☐ **Army Men: Air Attack 2** 3DO \$6/R1
Developed by Studio 3DO. Released 10/1/2000. #SLUS-01132.
- ☐ **Army Men: Green Rogue** 3DO \$6/R3
a.k.a. Army Men: Omega Soldier (Europe)
Developed by 5000 Ft.. Released 3/1/2004. #SLUS-01330.
- ☐ **Army Men: Sarge's Heroes** 3DO \$3/R1
Developed by Studio 3DO. Also available in the "Collector's Edition" packaging. Released 2/1/2000. #SLUS-00914.
- ☐ **Army Men: Sarge's Heroes 2** 3DO \$4/R1
Developed by Studio 3DO. **EASTER EGGS:** To use an invincible soldier, pause a game in play then press Square, Circle, L1, R1. Press Start to unpause. Released 11/1/2000. #SLUS-01202.
- ☐ **Arthur! Ready to Race** Learning Co \$5/R4
Developed by Mattel. Released 11/1/2000. #SLUS-01090.
- ☐ **Assault Rigs** Psynopsis \$10/R5
Developed by The Wheelhaus. Available in "long box" packaging. Supports multiple-system linking. Released 1/1/1996. #SCUS-94405.
- ☐ **Assault: Retribution** Midway \$5/R2
a.k.a. Assault (Europe)
Developed by Candle Light Studios. Released 11/1/1998. #SLUS-00713.
- ☐ **Asteroids** Activision \$5/R1
a.k.a. Asteroids 3D (Europe), SuperLite 1500 Extra Series Vol. 6: Asteroids (Japan)
Developed by Syrox Developments. Based on the 1979 Atari coin-op. Also available in the "Greatest Hits" packaging. **EASTER EGGS:** a) To access a hidden cheat mode, hold Select and press Square, Triangle, Circle, Triangle, Triangle, Square, Circle. Start the game and hold Select and press Start to access the menu. b) To unlock the original Asteroids game, hold SELECT and press Circle, Circle,

- Circle, Triangle, Square, Square, Circle. Released 11/1/1998. #SLUS-00773.
- ☐ **Atari Anniversary Edition** **Infogrames** **\$5/R2**
Redux
Developed by Digital Eclipse. Mouse compatible and multi-player adapter compatible. Released 11/1/2004. #SLUS-01427.
- ☐ **Atlantis: The Lost Empire** **Sony** **\$8/R3**
(Disney's)
Developed by Eurocom. Released 6/1/2004. #SCUS-94636.
- ☐ **A-Train** **Maxis** **\$10/R5**
a.k.a. A. IV Evolution Global (Europe)
Developed by Artdink. Available in "long box" packaging. Mouse compatible. Released 2/1/1996. #SLUS-00003.
- ☐ **ATV Mania** **Gotham Games** **\$5/R2**
Developed by Deibus Studios. #SLUS-01545.
- ☐ **ATV Racers** **Mud Duck** **\$5/R2**
#SLUS-01572.
- ☐ **ATV: Quad Power Racing** **Acclaim** **\$10/R3**
Developed by Climax. Released 8/1/2000. #SLUS-01137.
- ☐ **Austin Powers Pinball** **Gotham Games** **\$8/R1**
Developed by Wildfire. Includes two boards (International Man of Mystery and the Spy Who Shagged Me). The pinball sims by Gotham play quite a bit like those by Empire, there are missions to complete and the controls are top-notch. Multiplayer adapter compatible. #SLUS-01456.
- ☐ **Auto Destruct** **Electronic Arts** **\$6/R5**
Developed by Neurostone. Released 1/1/1998. #SLUS-00522.
- ☐ **Azure Dreams** **Konami** **\$15/R3**
a.k.a. Other Life: Azure Dreams (Japan)
Developed by Konami. A part of the game where the hero marries the girl of his choice was removed in the U.S. version. Released 7/1/1998. #SLUS-00614.
- ☐ **Backstreet Billiards** **ASCII** **\$9/R3**
Developed by Argent. One of the few games that will allow you to pop in your own CD to play music of your choice. Multiplayer adapter compatible. Released 11/1/1998. #SLUS-00659.
- ☐ **Backyard Soccer** **Humongous** **\$5/R3**
Developed by Runecraft. Multiplayer adapter compatible. Released 10/1/2004. #SLUS-01094.
- ☐ **Baldies** **Mud Duck** **\$10/R3**
Developed by Creative Edge. Mouse compatible. #SLUS-01567.
- ☐ **Ball Breakers** **Take2 Interact** **\$2/R2**
Designed by Glenn Corpes, Damian Stones, Stuart Gillam. Developed by Lost Toys. Released 6/1/2000. #SLUS-01249.
- ☐ **Ballblazer Champions** **LucasArts** **\$5/R4**
Developed by Factor 5. EASTER EGGS: To access the original Ballblazer, enter the following 5-line password: 1) Square Square X X X 2) Square Square Square Square X X 3) Square Square Square Square Square Square 4) X X Square Square X X 5) Square Square Square Square Square Square. Released 3/1/1997. #SLUS-00068.
- ☐ **Ballerburg: Castle Chaos** **Mud Duck** **\$12/R3**
Developed by HD Interactive. #SLUS-01568.
- ☐ **Ballistic** **Infogrames** **\$15/R4**
a.k.a. Puzzle Loop (Japan)
Developed by Mitchell Brothers. Released 11/1/1999. #SLUS-00966.
- ☐ **Barbie Explorer** **Vivendi** **\$16/R3**
Developed by Runecraft. #SLUS-01361.
- ☐ **Barbie Gotta Have Games** **Vivendi** **\$10/R2**
Developed by Digital Illusions. Released 11/3/2004. #SLUS-01569.
- ☐ **Barbie Race and Ride** **Mattel Interact** **\$8/R3**
Developed by Runecraft. Released 12/1/1999. #SLUS-00981.
- ☐ **Barbie Super Sports** **Mattel Interact** **\$9/R3**
Developed by Runecraft. #SLUS-00946.
- ☐ **Baseball 2000** **Interplay** **\$9/R3**
a.k.a. Interplay Sports Baseball 2000
Developed by House of Moves. Released 3/1/1999. #SLUS-00850.
- ☐ **Bases Loaded '96: Double Header** **Jaleco** **\$3/R2**
Developed by Jaleco. Available in "long box" packaging. LANDMARK: This was the first baseball game available on the PlayStation. Released 12/1/1995. #SLUS-00086.
- ☐ **Bass Landing** **Agetec** **\$15/R4**
Developed by ASCII. Also available packaged with the Agetec Fishing Stick. Compatible with a Fishing controller. Released 8/1/1999. #SLUS-00873.
- ☐ **Bass Masters Classic Tournament Edition** **Jaleco** **\$10/R4**
- ☐ **BassRise** **Bandai** **\$6/R3**
Developed by Bandai. Features hundreds of authentic Megabass fishing lures. Multiplayer adapter and Fishing controller compatible. Released 9/1/1999. #SLUS-00905.
- ☐ **Batman & Robin** **Acclaim** **\$5/R3**
Developed by Probe. Based on the abysmal 1997 action/fantasy movie. Released 6/1/1998. #SLUS-00393.
- ☒ **Batman Beyond: Return of the Joker** **Ubi Soft** **\$10/R4**
a.k.a. Batman of the Future: Return of the Joker (Europe)
Developed by Kemco. Released 11/1/2000. #SLUS-01207.
- ☐ **Batman Forever: The Arcade Game** **Acclaim** **\$15/R6**
Developed by Iguana. Released 11/1/1996. #SLUS-00387.
- ☐ **Batman: Gotham City Racer** **Ubi Soft** **\$10/R4**
Designed by Clint Richards, Kevin Sizer, John Loehrein. Developed by Sinister Games. Released 4/1/2004. #SLUS-01141.
- ☐ **Battle Arena Toshinden** **Sony** **\$4/R3**
a.k.a. Toshinden (Japan)
Developed by Takara. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. Also available in a "Not for Resale" version as well. LANDMARK: This was a launch title in the US and as such, it was also the first 3D fighting game available for the PlayStation. Released 8/1/1995. #SCUS-94200/SCUS-94003 ("not for resale" version).
- ☐ **Battle Arena Toshinden 2** **Playmates** **\$6/R3**
a.k.a. Toshinden 2 (Japan)
Developed by Takara. Based on the 1995 Capcom coin-op. Available in "long box" packaging. Released 4/1/1996. #SLUS-00220.
- ☐ **Battle Arena Toshinden 3** **Playmates** **\$8/R5**
Developed by Takara. Released 6/1/1997. #SLUS-00483.
- ☐ **Battle Hunter** **Agetec/A1 Games** **\$3/R3**

Developed by Success. Multiplayer adapter compatible. Released 6/1/2004. #SLUS-01335.

- ❑ Battle Stations** **Electronic Arts** **\$4/R3**
Designed by Michael Kosaka, Ann Lediaev, Doug Kuppinger, Shannon Fernald. Developed by Realtime Associates. Released 12/1/1997. #SLUS-00456.
- ❑ BattleSport** **Acclaim** **\$5/R3**
Developed by Unexpected. Released 6/1/1997. #SLUS-00389.
- ❑ BattleTnx: Global Assault** **3DO** **\$5/R2**
Designed by Kelvin Chu, William Dunn, Denis L Fung, Alex Jimenez. Developed by Studio 3DO. Released 3/1/2000. #SLUS-01044.
- ❑ Bear in the Big Blue House: Ojo's Birthday** **Ubi Soft** **\$5/R3**
Designed by Oliver Sykes. Developed by DC Studios. #SLUS-01524.
- ❑ Beast Wars** **Hasbro Interact** **\$8/R3**
a.k.a. Transformers: Beast Wars
Developed by Millennium Interactive. Released 12/1/1997. #SLUS-00508.
- ❑ Beast Wars: TransMetals** **bam!** **\$10/R3**
a.k.a. Transformers: Beast Wars TransMetals
Developed by Takara. Released 5/1/2000. #SLUS-01160.
- ❑ Beyblade** **Crave** **\$3/R1**
a.k.a. Bakuten Shoot Beyblade (Japan)
Developed by Takara. Released 12/2/2004. #SLUS-01489.
- ❑ Beyond the Beyond** **Sony** **\$8/R3**
Designed by Kenji Numaya. Developed by Camelot. LANDMARK: First true RPG to appear on the PlayStation. Released 8/1/1996. #SCUS-94702.
- ❑ Big Air Snowboarding** **Accolade** **\$3/R1**
Developed by Pitbull Syndicate. Released 3/1/1999. #SLUS-00645.
- ❑ Big Bass Fishing** **Take2 Interact** **\$7/R3**
Developed by Coresoft. Released 4/2/2004. #SLUS-01442.
- ❑ Big Bass World Championship** **Hot-B** **\$5/R3**
Developed by Hot-B. Released 3/1/1997. #SLUS-00228.
- ❑ Big League Slugger Baseball** **Agetec** **\$8/R2**
Developed by Now Productions. Released 6/3/2004. #SLUS-01527.
- ❑ Big Ol' Bass 2** **Konami** **\$5/R3**
Released 11/1/2000. #SLUS-01259.
- ❑ Big Strike Bowling** **Gotham Games** **\$5/R2**
Developed by Coresoft. #SLUS-01478.
- ❑ Billiards** **Agetec/A1 Games** **\$5/R1**
a.k.a. Simple 1500 Series Vol. 10: The Billiards (Japan)
Released 2/1/2004. #SLUS-01289.
- ❑ Bio F.R.E.A.K.S.** **Midway** **\$3/R2**
Designed by David Wagner. Developed by Saffire. Based on the 1998 Midway coin-op. The title stands for Biological Flying Robotic Enhanced Armored Killing Synthoids. Just in case you were wondering. Released 5/1/1998. #SLUS-00502.
- ❑ Black Bass with Blue Marlin** **Hot-B** **\$5/R4**
Developed by Hot-B. Released 11/1/1999. #SLUS-00648.
- ❑ Black Dawn** **Virgin** **\$5/R3**
Developed by Black Ops. Released 10/1/1996. #SLUS-00321.
- ❑ Blade** **Activision** **\$8/R3**

Designed by Raoul Barnett. Developed by Hammerhead Studios. Based on the movie. Released 11/1/2000. #SLUS-01215.

- ❑ Blades of Blood: Samurai Snyon** **\$18/R5**
Shutdown III
Developed by SNK. Released 11/1/1996. #SCUS-94206.
- ❑ Blast Chamber** **Activision** **\$3/R3**
a.k.a. Cubacu (Japan)
Designed by Andy Howe, Stephen Bennett, Julian Thomas, Andrew Wright. Developed by Attention to Detail. Multiplayer adapter compatible. Released 10/1/1996. #SLUS-00219.
- ❑ Blast Lacrosse** **Acclaim** **\$12/R2**
Developed by Digital Ilusions. Released 5/1/2004. #SLUS-01380.
- ❑ Blast Radius** **Psygnosis** **\$3/R1**
Developed by Camden Development. Supports multiple-system linking. EASTER EGGS: To unlock secret levels, go to the main menu. Press L1, Left, L2, Down, Select, Left, Down, R2, R2, Select, Up. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Released 2/1/1999. #SLUS-00642.
- ❑ Blaster Master: Blasting Again** **Crave** **\$5/R2**
a.k.a. Blaster Master (Japan, Europe)
Developed by SunSoft. Some Target stores packaged this game with a 60-minute phone card from WorldCom. Released 11/1/2004. #SLUS-01031.
- ❑ Blasto** **Sony** **\$3/R1**
Designed by Jonathan Beard, Keith Bachman, Dylan Cuthbert, Ben Harrison. Developed by Sony. Features the voice of Phil Hartman. Released 4/1/1998. #SCUS-94412.
- ❑ Blazing Dragons** **Crystal Dynam** **\$8/R5**
Developed by Illusions Game Company. Features the voices of Cheech Marin and Terry Jones. Based on the Nelvana cartoon of the same name. Released 9/1/1996. #SLUS-00100.
- ❑ Blockids** **Natsume** **\$10/R4**
Released 2/3/2004. #SLUS-01496.
- ❑ Blood Omen: Legacy of Kain** **Activision** **\$12/R1**
Developed by Silicon Knights. Also available in the "Greatest Hits" and "Collector's Edition" packaging. Released 11/1/1996. #SLUS-00027.
- ❑ Bloody Roar** **Sony** **\$8/R3**
a.k.a. Beatorizer (original name)
Designed by Shinichi Ohnishi. Developed by Hudson Soft. Based on the 1997 Ring/Raizing coin-op. Released 2/1/1998. #SCUS-94199.
- ❑ Bloody Roar 2: The New Breed** **Hudson** **\$14/R4**
Developed by Hudson Soft. Based on the 1998 Ring/Raizing coin-op. Released 5/1/1999. #SCUS-94424.
- ❑ Blue's Clues: Blue's Big Musical** **T*HQ** **\$8/R3**
Developed by Terragraph Interactive Studios. Released 4/1/2004. #SLUS-01198.
- ❑ Board Game: Top Shop** **Agetec/A1 Games** **\$3/R2**
a.k.a. SuperLite 1500 Extra Series Vol. 7: Tenant Wars Alpha (Japan)
Developed by Kid Genius. Multiplayer adapter compatible. Released 2/1/2001. #SLUS-01333.
- ❑ Bob the Builder: Can We Fix It?** **T*HQ** **\$5/R3**

Developed by Steel Monkeys. Released 9/1/2004. #SLUS-01407.

- ☐ **Bogey: Dead 6** Sony \$4/R2

a.k.a. Sidewinder (Japan)

Developed by Asmik. Released 8/1/1996. #SCUS-94307.

- ☐ **Bomberman Fantasy Race** Atlus \$10/R4

Developed by Hudson Soft. Racing/Kart Racing. Released 5/1/1999. #SLUS-00823.

- ☐ **Bomberman Party Edition** Vactical \$8/R3 +

a.k.a. Bomberman (Japan, Europe)

Developed by Hudson Soft. Multiplayer adapter compatible. #SLUS-01189.

- ☐ **Bomberman World** Atlus \$8/R3

Developed by Hudson Soft. Based on the 1992 Irem coin-op. Multiplayer adapter compatible. #SLUS-00680.

- ☐ **Bombing Islands, The** Kemco \$5/R3

also known as "Kotobuki System Co. Ltd.". Released 5/1/2004. #SLUS-01292.

- ☐ **BoomBots** SouthPeak \$4/R3

Designed by Douglas TenNapel, Joseph Sanabria. Developed by Dreamworks/The Neverhood. Released 10/1/1999. #SLUS-00968.

- ☐ **Bottom of the 9th** Konami \$1/R2

Based on the 1989 Konami coin-op. Available in "long box" packaging. #SLUS-00049.

- ☐ **Bottom of the 9th '97** Konami \$2/R2

Released 3/1/1996. #SLUS-00296.

- ☐ **Bottom of the 9th '99** Konami \$2/R2

Released 7/1/1998. #SLUS-00678.

- ☐ **Bowling** Agetec/A1 Games \$2/R1

Developed by Agetec/A1 Games. Multiplayer adapter compatible. Released 1/1/2004. #SLUS-01288.

- ☐ **Boxing** Agetec/A1 Games \$2/R1

a.k.a. All-Star Boxing (Europe), Simple 1500 Series Vol. 32: The Boxing (Japan)

Developed by Agetec/A1 Games. Released 2/1/2004. #SLUS-01309.

- ☐ **BRAHMA Force: The Assault On Beltlogger 9** Jaleco \$3/R2

Developed by Genki. The packaging states that there are more lethal enemies than in the Japanese release. Anybody know if this is true? Released 4/1/1997. #SLUS-00444.

- ☐ **Braindead 13** Crystal Dynam \$25/R7

A 2-CD set. Available in "long box" packaging. Released 3/1/1996. #SLUS-00083/00171.

- ☐ **Bratz** Ubi Soft \$10/R2

Designed by Stephanie Roy. Developed by DC Studios. #SLUS-01508.

- ☐ **Brave Fencer Musashi** Squaresoft \$15/R3

a.k.a. Brave Fencer Mushashiden (Japan)

Designed by Yoichi Yoshimoto, Koichi Ogawa. Developed by Squaresoft. Includes a playable demo disc for Final Fantasy VIII. also known as "Square" and "SquareEnix". Released 10/1/1998. #SLUS-00726.

- ☐ **Bravo Air Race** T*HQ \$6/R3

a.k.a. Air Championship (Japan), Air Race (PAL)

Developed by Xing. Released 10/1/1997. #SLUS-00488.

- ☐ **Breakout** Hasbro Interact \$6/R3

Developed by Supersonic Software. Based on the 1976 Atari coin-op. Multiplayer adapter, Mouse, and JogCon compatible. #SLUS-01170.

- ☐ **Breath of Fire III** Capcom \$15/R3

Developed by Capcom. Released 5/1/1998. #SLUS-00422.

- ☐ **Breath of Fire IV** Capcom \$24/R4

Developed by Capcom. Certain stages are compatible with the fishing rod controller. Compatible with a Fishing controller. Released 11/1/2000. #SLUS-01324.

- ☐ **Brigade: The Legend of Forsena** Atlus \$4/R3

Developed by E3 Staff. Packaged with a map. Role-Playing/Turn-Based/Battle-Centric. Released 11/1/1998. #SLUS-00687.

- ☐ **Broken Helix** Konami \$4/R3

Developed by Konami. Features the voice of Bruce Campbell. Released 6/1/1997. #SLUS-00289.

- ☐ **Broken Sword II: The Smoking Mirror** T*HQ \$3/R3

a.k.a. Circle of Blood II (working title)

Developed by Revolution Software. Mouse compatible. Released 12/1/1999. #SLUS-00812.

- ☐ **Broken Sword: The Shadow of the Templars** T*HQ \$3/R2

a.k.a. Circle of Blood (PC)

Developed by Revolution Software. Mouse compatible. Released 3/1/1998. #SLUS-00484.

- ☐ **Brunswick Circuit Pro Bowling** T*HQ \$18/R4

Developed by Adrenalin Entertainment. Multiplayer adapter compatible. Released 10/1/1998. #SLUS-00571.

- ☐ **Brunswick Circuit Pro Bowling 2** T*HQ \$25/R6

Multiplayer adapter compatible. Released 1/1/2000. #SLUS-00856.

- ☐ **Bubble Bobble also featuring Rainbow Islands** Acclaim \$30/R4

Developed by Probe. Based on the 1986 Taito coin-op. Released 9/1/1996. #SLUS-00370.

- ☐ **Bubsy 3D** Accolade \$10/R4

Developed by Eidetic. Two versions: One is the "normal" version, and the other has a starburst proclaiming proudly that it won a "Gold X" award, whatever the hell that is. Released 11/1/1996. #SLUS-00110.

- ☐ **Bug Riders: The Race of Kings** GT Interactive \$5/R3 -

Released 11/1/1997. #SLUS-00354.

- ☐ **Bugs Bunny & Tax: Time Busters** Infogrames \$10/R4

Designed by Claude Pelletier, Steeve Lapointe, Thomas Wilson. Developed by A2M. Released 11/1/2000. #SLUS-01144.

- ☐ **Bugs Bunny: Lost in Time** Infogrames \$8/R3

Designed by Claude Pelletier. Developed by Behaviour. Released 6/1/2000. #SLUS-00838.

- ☐ **Bug's Life, A (Disney/PIXAR)** Sony/Take2 \$6/R1

Designed by Jon Burton. Developed by Traveller's Tales. Also available in the "Greatest Hits" and "Collector's Edition" packaging. Later again re-released by Take2 Interactive with the part number SLUS-01538. Released 11/1/1998. #SCUS-94288/SLUS-01538 (Take2).

- Builder's Block** Jaleco \$6/R4 +
a.k.a. **Landmaker (Japan)**
Developed by Rare. Released 8/1/2000. #SLUS-01086.
- Burning Road** Playmates \$3/R3
Supports multiple-system linking. Released 11/1/1996. #SLUS-00324.
- Burstbrick Wake Boarding** Natsume \$4/R2
a.k.a. **Burstbrick Wake Boarding!! (Japan), Simple 1500 Series Vol. 83: Wake Board, The (Japan)**
Developed by Metro Graphics. Released 11/1/2000. #SLUS-01317.
- Bushido Blade** Sony \$6/R2
Designed by Masataka Aochi, Yoichi Hayashi, Takafumi Kagaya, Naho Kodama. Developed by Squaresoft. The U.S. version actually has MORE blood than the Japanese release. The Japanese version has a golden flash for the fatal blows instead of the blood. Supports multiple-system linking. Released 10/1/1997. #SCUS-94180.
- Bushido Blade 2** Squaresoft \$10/R2
Designed by Masataka Aochi, Hiroaki Nakagawa, Takafumi Kagaya, Naho Kodama. Developed by Light Weight. also known as "Square" and "SquareEnix". Released 10/1/1998. #SLUS-00663.
- Bust-A-Groove** 989 Studios \$35/R5 +
a.k.a. **Bust-A-Move (Japan)**
Designed by Takeshi Kanai, Satoshi Kijima, Akihisa Nakamura, Mayumi Itoh. Developed by Metro Graphics. The name was changed to Bust-A-Groove to avoid copyright issues with Taito's Bust-A-Move arcade game. Also, the introduction and cut scenes have all references to smoking and drinking removed. #SCUS-94263.
- Bust-a-Groove 2** Enix \$50/R6 +
a.k.a. **Bust-A-Move 2: Dance Tengoku Mix (Japan)**
Developed by Metro Graphics. Released 8/1/2000. #SLUS-01159.
- Bust-a-Move 2: Arcade Edition** Natsume \$15/R4
a.k.a. **Puzzle Bobble 2 (Japan)**
Designed by Tony Beckwith, Cameron Sheppard. Developed by Taito. Based on the 1996 Taito coin-op. Also available in "long box" packaging. Released 5/1/1996. #SLUS-00233.
- Bust-a-Move 4** Natsume \$15/R4
a.k.a. **Puzzle Bobble 4 (Japan)**
Developed by Taito. Released 12/1/1998. #SLUS-00754.
- Bust-a-Move '99** Natsume \$15/R4
a.k.a. **Puzzle Bobble 3 DX (Japan), Bust-A-Move 3 (arcade)**
Developed by Taito. Released 5/1/1999. #SLUS-00725.
- Buster Bros. Collection** Capcom \$10/R3
a.k.a. **Super Pang Collection (Japan, Europe)**
Developed by Mitchell Brothers. Based on the 1989 Capcom coin-op. Compilation containing the games Buster Bros., Super Buster Bros., and Buster Buddies. Released 4/1/1997. #SLUS-00208.
- Buzz Lightyear of Star Command, (Disney/Pixar's)** Activision \$10/R3
Designed by Jon Burton. Developed by Traveller's Tales. Features the vocal talents of Ed Asner, Stephen Furst, Bobcat Goldthwait, Patrick Warburton, and others. Released 11/1/2000. #SLUS-01192.
- C: The Contra Adventure** Konami \$8/R4
Developed by Appaloosa Interactive. EASTER EGGS: Tough game,
- this will help: a) To start at any stage, go to the main menu and press Left, Up, Right, Square, Square, Triangle, Triangle, Down. b) For unlimited lives go to the main menu and press Up, Left, Right, Square, Triangle, Right, Left, Square, Triangle. Released 9/1/1998. #SLUS-00499.
- C-12: Final Resistance** Sony \$4/R1
Developed by Sony. EASTER EGGS: Easier when they can't hurt you. Pause a game in play, hold L2 and press Up, Left, Down, Right, Triangle, Square, X, Circle. Released 7/2/2004. #SCUS-94666.
- Cabela's Big Game Hunter: Ultimate Challenge** Activision \$5/R2
Developed by Coresoft. Released 12/1/2004. #SLUS-01391.
- Cabela's Ultimate Deer Hunt: Open Season** Activision \$15/R1
Developed by Coresoft. #SLUS-01474.
- Caesar's Palace** Interplay \$10/R6
Developed by Beam Software. Multiplayer adapter compatible. Released 10/1/1997. #SLUS-00285.
- Caesar's Palace 2000: Millennium Gold Edition** Interplay \$8/R3
Developed by Runecraft. Multiplayer adapter compatible. #SLUS-01089.
- Caesar's Palace II** Interplay \$10/R4
Developed by Muze. Odds are verified by gambling expert Dr. William Bertram, so this is pretty much as close as you'll get to a real gambling experience. Multiplayer adapter compatible. Released 10/1/1998. #SLUS-00780.
- Calamity-Adventure 1: The Natural World** Lightspan \$6/R8
Developed by Lightspan.
- Calamity-Adventure 2: People and Traditions** Lightspan \$6/R8
Developed by Lightspan.
- Calamity-Adventure 3: Around the World** Lightspan \$6/R8
Developed by Lightspan.
- Cali's Geo Tools** Lightspan \$6/R8
Developed by Lightspan.
- Capcom vs. SNK Pro** Capcom \$12/R3
a.k.a. **Capcom Vs. SNK: Millennium Fight 2000 Pro**
Developed by Capcom. Based on the 2000 Capcom/SNK coin-op. Released 7/2/2004. #SLUS-01476.
- Car and Driver Presents Grand Tour Racing 98** Activision \$2/R2
Supports multiple-system linking. Released 9/1/1997. #SLUS-00494.
- Card Games** Agetec/A1 Games \$4/R2
a.k.a. **Simple 1500 Series Vol. 44: Card 2, The (Japan)**
Developed by Agetec/A1 Games. Released 10/1/2004. #SLUS-01379.
- Cardinal Syn** Sony \$2/R1
Developed by Kronos Digital. Released 7/1/1998. #SCUS-94156.
- Carnage Heart** Sony \$10/R5
Designed by Masaki Iizuka. Developed by Artdink. A 2-CD set. Includes a miniature strategy guide. Released 1/1/1997. #SCUS-94604.

- ☐ **CART World Series** Sony \$10/R3
Developed by Sony. Supports multiple-system linking. Released 8/1/1997. #SCUS-94416.
- ☐ **Casper** Interplay \$6/R1
Developed by Interplay. Also available in the "Greatest Hits" packaging. Released 8/1/1996. #SLUS-00162.
- ☐ **Casper: Friends Around the World** Sound Source \$10/R3
Developed by Realtime Associates. Released 11/1/2000. #SLUS-01245.
- ☐ **Castlevania Chronicles** Konami \$15/R5 +
Designed by Koji Kojima, Norimasa Mituma, Shunsuke Suzuki, Nobuaki Kimura. Developed by Konami. Includes a filmed interview with the producer of the Castlevania series. Released 10/1/2004. #SLUS-01384.
- ☒ **Castlevania: Symphony of the Night** Konami \$32/R3 +
a.k.a. Akumajo Dracula X (Japan)
Designed by Reika Bando, Toshiharu Furukawa, Kimihiro Morishita, Nobuya Nakazato. Developed by Konami. Also available in the "Greatest Hits" packaging. This game is a direct sequel to the Japanese PC Engine Duo game Dracula: Rondo of Blood. EASTER EGGS: Place the CD into any CD player and play Track 2. You'll hear Alucard speak and a remix of "Dracula's Castle" will start to play. Released 9/1/1997. #SLUS-00067.
- ☐ **Castrol Honda Superbike Racing** Electronic Arts \$8/R3
Developed by Interactive Entertainment. Released 5/1/1999. #SLUS-00882.
- ☐ **Cat in the Hat, The** NewKidCo \$10/R3
Designed by Annie Bacon. Developed by DC Studios. #SLUS-01579.
- ☐ **Centipede** Hasbro Interact \$10/R3
Developed by Leaping Lizards. Based on the 1980 Atari coin-op. Original arcade game designed by Donna Bailey. Released 5/1/1999. #SLUS-00807.
- ☐ **Championship Bass** Electronic Arts \$5/R2
Designed by Masaki Yamashita, Koji Iwata. Developed by Pai. Compatible with a Fishing controller. Released 3/1/2000. #SLUS-01084.
- ☐ **Championship Motocross 2001 Featuring Ricky Carmichael** T*HQ \$5/R2
Developed by Funcom. #SLUS-01230.
- ☐ **Championship Motocross Featuring Ricky Carmichael** T*HQ \$5/R2
Developed by Funcom. Released 8/1/1999. #SLUS-00790.
- ☐ **Championship Surfer** Mattel Interact \$6/R1
Developed by Krome Studios. Released 12/1/2004. #SLUS-01216.
- ☐ **Chess** Agetec/A1 Games \$7/R2
Developed by Success. Released 11/1/2004. #SLUS-01400.
- ☐ **Chessmaster 3D, The** Mindscape \$10/R4
Developed by Mindscape. Also available in "long box" packaging. Released 8/1/1996. #SLUS-00052.
- ☐ **Chessmaster II** Mindscape \$10/R5
Developed by Starsphere Interactive. Multiplayer adapter compatible. Released 8/1/1999. #SLUS-00886.
- ☐ **Chessmaster Millennium** Mindscape \$10/R3
- ☐ **Chicken Run** Eidos \$7/R1
Designed by Mark Beynon, Tony Cartwright, David Manuel, Neil Pettitt. Developed by Blitz Games. Based on the movie. Plays like Metal Gear Solid, but with chickens. Released 11/1/2000. #SLUS-01304.
- ☐ **Chocobo Racing** Squaresoft \$16/R3
Designed by Mitsuru Fukushima. Developed by Squaresoft. Also known as "Square" and "SquareEnix". Released 8/1/1999. #SLUS-00844.
- ☐ **Chocobo's Dungeon 2** Squaresoft \$15/R4
a.k.a. Chocobo's Magical Dungeon 2
Designed by Nobuaki Komoto, Hiroshi Takahashi. Developed by Squaresoft. Sequel to the Japanese SNES game. Also known as "Square" and "SquareEnix". Released 1/1/2000. #SLUS-00814.
- ☐ **Chronicles of the Sword** Psygnosis \$7/R3
Developed by Psygnosis. A 2-CD set. Released 11/1/1996. #SCUS-94700-1.
- ☐ **Chrono Cross** Squaresoft \$10/R1 +
Designed by Masato Kato, Nobuteru Yuuki. Developed by Squaresoft. A 2-CD set. Sequel to Chrono Trigger (the Super Nintendo game). Also available in the "Greatest Hits" package with Square and Square/Enix logo variations. Rumored to have originally been planned as a PS2 launch title. Also known as "Square" and "SquareEnix". Released 7/1/2000. #SLUS-01041/01080.
- ☐ **Circuit Breakers** Mindscape \$3/R3
Developed by Supersonic Software. Multiplayer adapter compatible. Released 8/1/1998. #SLUS-00697.
- ☐ **City of Lost Children, The** Psygnosis \$10/R6
Designed by Laurent Cluzel, Jesus Martinez, Eric Metens, Philippe Tesson. Developed by UGC. Based on the very strange French movie. Released 4/1/1997. #SCUS-94150.
- ☐ **Civilization II** Activision \$12/R4
Developed by Mitsui & Co.. Includes an "Advancement Chart" poster. Released 1/1/1999. #SLUS-00792.
- ☐ **Cleopatra's Fortune** Mud Duck \$10/R2
Developed by Altron. A port of the 1996 arcade game Cleopatra Fortune. ©1996 Taito. #SLUS-01491.
- ☐ **Clock Tower** ASCII \$15/R4
a.k.a. Clock Tower 2: The Explanatory Note (Japan)
Developed by Human. Sequel to the Japanese SNES game Clock Tower. If you manage to find and finish this game the intro to the PSX version makes a hell of a lot more sense. Mouse compatible. Released 9/1/1997. #SLUS-00539.
- ☐ **Clock Tower II: The Struggle Agetec** \$12/R4
Within
a.k.a. Clock Tower: Ghost Head (Japan)
Developed by Human. This game is actually part three of the Clock Tower series and has absolutely nothing to do with the other two games except for similar gameplay. Mouse compatible. Released 11/1/1999. #SLUS-00695.
- ☐ **Codename: Tenka** Psygnosis \$3/R3
a.k.a. Lifeforce Tenka (Europe)
Developed by Psygnosis. Released 5/1/1997. #SCUS-94409.
- ☐ **Colin McRae Rally** Sony \$8/R3
Developed by Codemasters. Released in the U.K. two years before the U.S. Released 3/1/2000. #SCUS-94474.
- ☐ **Colin McRae Rally 2.0** Activision \$10/R3

Developed by Codemasters. #SLUS-01222.

- ☐ **College Slam** Acclaim \$2/R3
As if the NBA Jam license wasn't overused as it was, Acclaim put the game into a college atmosphere and slapped this thing out there for the public to consume. Available in "long box" packaging. Multiplayer adapter compatible. Released 2/1/1996. #SLUS-00196.
- ☐ **Colony Wars** Psygnosis \$3/R2 +
Developed by Psygnosis. A 2-CD set. Dualstick compatible (and recommended). Released 11/1/1997. #SLUS-00553-4.
- ☐ **Colony Wars III: Red Sun** Midway \$4/R2
Developed by Psygnosis. Released 4/1/2000. #SLUS-00866.
- ☐ **Colony Wars: Vengeance** Psygnosis \$4/R2
Developed by Psygnosis. The second game in the Colony Wars series. EASTER EGGS: To activate a ton of cheats, enter password "Blizzard". Released 9/1/1997. #SLUS-00722.
- ☐ **Command & Conquer** Virgin \$5/R2
Designed by Erik Yeo, Eydie Laramore, Michael Lightner, Larry Serrat. Developed by Westwood Studios. A 2-CD set. #28 in the Top 100 Games of All Time poll in the 8/01 issue of Game Informer Magazine. Released 2/1/1997. #SLUS-00379/00410.
- ☐ **Command & Conquer: Red Alert** Virgin \$8/R2
Designed by Adam P Isgreen, Michael Lightner, Erik Yeo. Developed by Westwood Studios. A 2-CD set. Supports multiple-system linking and supports a mouse controller. Released 9/1/1997. #SLUS-00431/00485.
- ☐ **Command & Conquer: Red Alert Retaliation** Virgin \$10/R2
Developed by Westwood Studios. A 2-CD set. Basically combines the two PC expansion packs Aftermath and Counterstrike into one package. Supports multiple-system linking and supports a mouse controller. Released 9/1/1998. #SLUS-00665/00667.
- ☐ **Contender** Sony \$1/R1
Developed by Victor Interactive. Released 1/1/1999. #SCUS-94294.
- ☐ **Contender 2** Sony \$2/R1
Released 9/1/2000. #SCUS-01305.
- ☐ **Contra: Legacy of War** Konami \$4/R3
Developed by Appaloosa Interactive. Contra with a gimmick: 3D glasses enclosed. Released exactly ten years after the original NES version. Two packaging variations: One version was packaged in a double jewel case with the glasses, and a single case without. EASTER EGGS: Hidden Grylls game: At the title, push L2, L1, L, R, R1, R2. Hidden "Pac-Tank" game: At the title, push R2, R1, R, R, L1, L2. Released 11/1/1996. #SLUS-00288 (glasses).
- ☐ **CoolBoards** Sony \$3/R1
Developed by UEP Systems. Released 1/1/1997. #SCUS-94356.
- ☐ **CoolBoards 2** Sony \$5/R1
Developed by UEP Systems. Also available in the "Greatest Hits" packaging. Supports multiple-system linking. Released 11/1/1997. #SCUS-94358.
- ☐ **CoolBoards 2001** Sony \$5/R1
Designed by Mark Lyons. Developed by Idol Minds. Features music by Stone Temple Pilots, Fear Factory, and Blind Dog. Released 9/1/2000. #SCUS-94597.
- ☐ **CoolBoards 3** 989 Studios \$3/R1
Developed by 989 Studios. Also available in the "Greatest Hits" packaging. EASTER EGGS: You can unlock everything using the one player new tournament passwords: "OPEN_EM" unlocks all of the

characters, and "WONITALL" unlocks all of the courses. Released 9/1/1998. #SCUS-94251.

- ☐ **CoolBoards 4** 989 Studios \$3/R1
Developed by 989 Studios. Also available in the "Greatest Hits" packaging. Released 10/1/1999. #SCUS-94559.
- ☐ **Cosmic Cookoff: Language Arts** Lightspan \$6/R8
- ☐ **Cosmic Cookoff: Mathematics** Lightspan \$6/R8
- ☐ **Countdown Vampires** Bandai \$6/R3
Developed by Bandai. Released 4/1/2000. #SLUS-00898/01199.
- ☐ **Courier Crisis** GT Interactive \$4/R4
Developed by BMG Interactive. Features GT brand mountain bikes. Released 11/1/1997. #SLUS-00442.
- ☐ **Covert Ops: Nuclear Dawn** Activision \$2/R1
a.k.a. **Chase the Express (Japan, Europe)**
Developed by Sugar & Rockets. A 2-CD set. Released 6/1/2000. #SLUS-01151/01157.
- ☒ **Crash Bandicoot** Sony \$5/R1
Designed by David Baggett, Andy Gavin, Dan Koilmorgan, Taylor Kurosaki. Developed by Naughty Dog. Also available in the "Greatest Hits" packaging. One of the music composers is Mark Mothersbaugh, who was the lead singer for Devo. Released 9/1/1996. #SCUS-94900.
- ☒ **Crash Bandicoot 2: Cortex Strikes Back** Sony \$8/R1
Developed by Naughty Dog. Also available in the "Greatest Hits" packaging. Some versions also had a lenticular insert. Released 10/1/1997. #SCUS-94154.
- ☐ **Crash Bandicoot Collector's Edition** Sony \$20/R2
Developed by Naughty Dog. A "box set" containing the games Crash Bandicoot Warped, Crash Team Racing, and Crash Bash.
- ☒ **Crash Bandicoot Warped** Sony \$10/R1 +
a.k.a. **Crash Bandicoot 3 (Japan)**
Designed by Andy Gavin, Jason Rubin, Bob Rafei, Justin Monast. Developed by Naughty Dog. Also available in the "Greatest Hits" packaging. Also available in "Collector's Edition" packaging. Some versions included a lenticular insert. Voted #26 in the Top 100 Games of All Time poll in the 8/01 issue of Game Informer Magazine. Released 11/1/1998. #SCUS-94244.
- ☒ **Crash Bash** Sony \$6/R1
Developed by Eurocom. Also available in the "Greatest Hits" packaging. Also available in "Collector's Edition" packaging. Multiplayer adapter compatible. Released 11/1/2000. #SCUS-94570.
- ☒ **Crash Team Racing** Sony \$6/R1 +
a.k.a. **CTR: Crash Team Racing**
Designed by Jason Rubin, Bob Rafei, Justin Monast, Charlotte Francis. Developed by Naughty Dog. Has four variations: Normal cover, shiny "chrome" cover, "Greatest Hits," and "Collector's Edition." Multiplayer adapter compatible. EASTER EGGS: To unlock four hidden tracks, go to the main menu and hold L1 + R1 and press Right, Right, Left, Triangle, Right, Down, Down. Released 10/1/1999. #SCUS-94426.
- ☐ **Creative Camp** Lightspan \$6/R8
Developed by Lightspan.
- ☐ **Creative Isle** Lightspan \$6/R8
Developed by Lightspan.

- ☐ **Creative Journey** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ **Creative Voyage** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ **Creatures** **Conspiracy** **\$5/R2**
Designed by Stephen Grand. Developed by Creature Labs. Released 1/2/2004. #SLUS-01438.
- ☐ **Creatures Raised in Space** **Conspiracy** **\$5/R2**
Designed by Volker Eloesser. Developed by Creature Labs. #SLUS-01553.
- ☐ **Crime Killer** **Interplay** **\$5/R3**
Designed by Chris Butler, Martin Fowler, Tony Reeves. Developed by Pixelogic. Released 6/1/1998. #SLUS-00576.
- ☐ **Critical Depth** **GT Interactive** **\$2/R3**
Developed by SingleTrac. EASTER EGGS: Best be invincible for this one. During a game, rapidly press L1, R1, L1, R1, Up, Down, Left, Right. Released 12/1/1997. #SLUS-00428.
- ☐ **Criticom** **Vic Tokai** **\$3/R5 -**
Developed by Kronos Digital. Available in "long box" packaging. Released 11/1/1995. #SLUS-00046.
- ☒ **Croc 2** **Fox Interactive** **\$8/R2**
a.k.a. Croc Adventure (Japan)
Developed by Argonaut. Released 8/1/1999. #SLUS-00634.
- ☐ **Croc: Legend of the Gobbos** **Fox Interactive** **\$6/R2**
a.k.a. Croc! Pau-Pau Island (Japan)
Developed by Argonaut. Also available in the "Greatest Hits" packaging, re-released by Ubi Soft. Multiplayer adapter compatible. EASTER EGGS: To completely unlock the game, enter the following password: "L L L D R R L L D R L U R". Released 9/1/1997. #SLUS-00530.
- ☐ **Crossroad Crisis** **Agetec/A1 Games** **\$3/R5**
a.k.a. Puzzle: Crossroad Crisis
Developed by Success. Released 8/1/2004. #SLUS-01342.
- ☐ **Crow, The: City of Angels** **Acclaim** **\$15/R5 -**
Developed by Content. Based on the movie. Released 2/1/1997. #SLUS-00242.
- ☐ **Crusader: No Remorse** **Electronic Arts** **\$5/R3**
Designed by Mark Vittek. Developed by Realtime Associates. Released 12/1/1996. #SLUS-00268.
- ☐ **Crusaders of Might and Magic** **3DO** **\$5/R1**
Developed by Studio 3DO. Released 2/1/2000. #SLUS-00799.
- ☐ **Crypt Killer** **Konami** **\$9/R3 -**
a.k.a. Henry Explorers (Japan)
Developed by Konami. Based on the 1995 Konami coin-op. Light gun compatible and mouse compatible. Released 2/1/1997. #SLUS-00335.
- ☐ **Cubix Robots for Everyone: Race 'n Robots** **3DO** **\$8/R2 -**
Developed by Studio 3DO. Based on the TV show. Multiplayer adapter compatible. Released 11/1/2004. #SLUS-01422.
- ☐ **Cyberia** **Interplay** **\$10/R3**
Developed by Xatrix. Also available in "long box" packaging. Mouse compatible. Released 1/1/1996. #SLUS-00053.
- ☒ **Cybersled** **Namco** **\$3/R3**
Developed by Namco. Based on the 1993 Namco coin-op. Available in "long box" packaging. Namco NegCon controller compatible. Released 10/1/1995. #SLUS-00008.
- ☐ **Cyberspeed** **Mindscape** **\$3/R3**
Designed by Ian Faichnie, Andy Kerridge. Developed by Mindscape. Available in "long box" packaging. Supports multiple-system linking. Released 12/1/1995. #SLUS-00116.
- ☐ **CyberTiger** **Electronic Arts** **\$3/R1**
Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/1999. #SLUS-01004.
- ☐ **D** **Acclaim** **\$20/R5**
Developed by Warp. A 3-CD set. Also available in "long box" packaging. The jewel case version is rarer. The game gives you a two-hour time limit in which to beat it. Released 2/1/1996. #SLUS-00128/00173-4.
- ☐ **Dance Dance Revolution** **Konami** **\$20/R2 +**
Designed by Yoshiko Wada, Yumi Woshida. Developed by Konami. Based on the 1999 Konami coin-op. Also available packaged with a dance mat. To fully appreciate this game you should play it with one of the many dance pad controllers. Released 3/1/2004. #SLUS-01280.
- ☐ **Dance Dance Revolution Disney Mix** **Konami** **\$15/R3**
a.k.a. Dance Dance Revolution Disney's Rave (Japan)
Developed by Konami. Features dance remixes of popular Disney songs, including "Zip-A-Dee-Do-Dah" and "It's a Small World." To fully appreciate this game you should play it with one of the many dance pad controllers. Released 9/1/2004. #SLUS-01281.
- ☐ **Dance Dance Revolution Konami** **Konami** **\$15/R2 +**
Developed by Konami. To fully appreciate this game you should play it with one of the many dance pad controllers. Released 4/2/2004. #SLUS-01446.
- ☒ **Danger Girl** **T*HQ** **\$7/R3 -**
Developed by n-Space. Released 9/1/2000. #SLUS-00881.
- ☐ **Dave Devil Derby 3D** **Mindscape** **\$3/R3**
Multiplayer adapter compatible. Released 11/1/1996. #SLUS-00300.
- ☐ **Darklight Conflict** **Electronic Arts** **\$2/R3 -**
Released 6/1/1997. #SLUS-00457.
- ☐ **DarkStalkers 3** **Capcom** **\$8/R3**
a.k.a. Vampire Savior (arcade), Vampire Savior EX Edition (Japan)
Developed by Capcom. Released 11/1/1998. #SLUS-00745.
- ☐ **DarkStalkers: The Night Warriors** **Capcom** **\$6/R3**
a.k.a. Vampire: The Night Warriors (Japan)
Developed by Capcom. Based on the 1994 Capcom coin-op. Available in "long box" packaging. Also available in "Fighter's Edition" packaging. Released 6/1/1996. #SLUS-00036.
- ☐ **Darkstone** **Take2 Interact** **\$2/R1**
Developed by Delphine Studios. Released 1/1/2004. #SLUS-01182.
- ☐ **Dave Mirra Freestyle BMX** **Acclaim** **\$5/R1**
Designed by Steffen Irtterheim. Developed by Z-Axis. Also available in the "Greatest Hits" packaging. Released 9/1/2000. #SLUS-01026.
- ☐ **Dave Mirra Freestyle BMX: Maximum Remix** **Acclaim** **\$10/R2**
Developed by Z-Axis. Same as the regular version except it includes new levels, a new trick, new rewards and cheats, an expert play mode, and a bonus audio CD. Released 5/1/2004.

#SLUS-01347.

- ☐ **David Beckham Soccer** **Majesco** **\$5/R4**
Developed by Rage Software. Multiplayer adapter compatible. Released 6/2/2004. #SLUS-01455.
- ☐ **DBZ: Dead Ball Zone** **GT Interactive** **\$3/R3**
a.k.a. Dead Ball Zone
Developed by Rage Software. Released 9/1/1998. #SLUS-00658.
- ☐ **Dead in the Water** **ASC Games** **\$3/R4**
Designed by Matt Saia, John Hilliard, John Jacecko, Binh Tran. Developed by Player One. Supports multiple-system linking. Released 3/1/1999. #SLUS-00693.
- ☐ **Dead or Alive** **Tecmo** **\$20/R4**
Developed by Tecmo. Based on the 1996 Tecmo coin-op. Fighting/Tournament Style. Released 3/1/1998. #SLUS-00606.
- ☐ **Deathtrap Dungeon** **Eidos** **\$3/R2**
a.k.a. Ian Livingstone's Deathtrap Dungeon
Developed by Eidos. Based on Ian Livingstone's "Fighting Fantasy" books. Mouse compatible. Released 4/1/1998. #SLUS-00566.
- ☐ **Deception III: Dark Delusion** **Tecmo** **\$3/R2**
a.k.a. Soumatou (Japan)
Developed by Tecmo. The third game in the "Tecmo's Deception" series. Released 2/1/2000. #SLUS-01067.
- ☐ **Defcon 5: Incoming** **Data East** **\$4/R4**
Developed by Millennium Interactive. Available in "long box" packaging. Released 11/1/1995. #SLUS-00009.
- ☐ **Delta Force: Urban Warfare** **Novalogic** **\$4/R2**
Developed by Rebellion. Released 6/2/2004. #SLUS-01429.
- ☐ **Demolition Racer** **Infogrames** **\$9/R3**
Developed by Pitbull Syndicate. Released 10/1/1999. #SLUS-00969.
- ☐ **Descent** **Interplay** **\$1/R1**
Developed by Parallax. Available in "long box" packaging. Supports multiple-system linking. **EASTER EGGS:** They can't kill what they can't hit. For invincibility, during a game press Square, Triangle, Circle, Square, Square, Triangle, Circle, Circle, Square, Triangle, Square, X. Released 3/1/1996. #SLUS-00037.
- ☐ **Descent Maximum** **Interplay** **\$2/R5**
a.k.a. Descent 2 (Europe)
Designed by Mike Kulas, Matthew Toschlog. Developed by Parallax. Originally meant to be a port of the PC Descent 2. That idea was scrapped and whole new levels were created exclusively for this version. Supports multiple-system linking. **EASTER EGGS:** Similar to the original Descent invincibility code, enter this during a game: Triangle, X, Triangle, Circle, X, Triangle, Square, X, Triangle, X, Circle, Triangle. Released 5/1/1997. #SLUS-00460.
- ☐ **Destrega** **Koei** **\$9/R3**
Developed by Omega Force. Released 2/1/1999. #SLUS-00732.
- ☐ **Destruction Derby** **Psygnosis** **\$5/R3**
Designed by Martin Edmondson. Developed by Reflections. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. Supports multiple-system linking. **LANDMARK:** Released on the same day as Doom, both were the first to support the link cable, allowing 2 consoles to connect and play (also need 2 TV's and 2 copies of the game). Released 11/1/1995. #SCUS-94302.
- ☐ **Destruction Derby 2** **Psygnosis** **\$7/R3 +**
Designed by Michael Troughton, Jim Parr, Russell Lazzar, Tony M. Roberts. Developed by Reflections. Also available in the "Greatest Hits" packaging. Supports multiple-system linking. **EASTER EGGS:** To

access all of the tracks, including the hidden ones, choose the "Championship" option in the "Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSrPOO" (that's a small R.) Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". Released 11/1/1996. #SCUS-94350.

- ☒ **Destruction Derby Raw** **Midway** **\$6/R3**
Developed by Studio 33. Multiplayer adapter compatible. Released 9/1/2000. #SLUS-00912.
- ☐ **Detective Barbie** **Mattel Interact** **\$10/R1**
Released 11/1/2000. #SLUS-01221.
- ☐ **Devil Dice** **T**HQ** **\$10/R4 +**
a.k.a. XI (Japan)
Developed by Sony. Multiplayer adapter compatible. Released 9/1/1998. #SLUS-00672.
- ☐ **Dexter's Lab: Mandark's** **bam!** **\$5/R1**
Lab?
Designed by Richard Evans. Developed by Red Lemon. **EASTER EGGS:** To unlock all mini-games and difficulty levels in Challenge mode, go to the main menu and while holding L1 + L2 + R1 + R2, press Circle, Left, Circle, Up, Down, Square. Released 3/2/2004. #SLUS-01421.
- ☐ **Diablo** **Electronic Arts** **\$20/R4**
Designed by David Brevik, Erich Schaefer, Max Schaefer, Eric Sexton. Developed by Blizzard Entertainment. Released 3/1/1998. #SLUS-00619.
- ☐ **Die Hard Trilogy** **Fox Interactive** **\$4/R1 +**
Designed by Michael Hart, David Hodgson, Simon Pick. Developed by Probe. Also available in the "Greatest Hits" packaging, re-released by Ubi Soft. Light gun compatible and mouse compatible. **EASTER EGGS:** For invincibility in the "Die Hard" game, pause a game in play, hold the R2 button and press Left, Right, Up, Down, Square, for "Die Harder", pause a game in play, then hold the R2 button and press Down, Triangle, Right, Square (your health will go down, but you won't die when it's gone). Released 9/1/1996. #SLUS-00119.
- ☐ **Die Hard Trilogy 2: Viva Las Vegas** **Fox Interactive** **\$8/R1**
Designed by Jaime Wojcik, Jody Hicks, Adam Smith, Mark Walter. Developed by n-Space. Light gun compatible and mouse compatible. Released 2/1/2000. #SLUS-01015.
- ☐ **Digimon Digital Card Battle** **Bandai** **\$10/R2**
Developed by Bandai. Released 6/1/2004. #SLUS-01328.
- ☐ **Digimon Rumble Arena** **Bandai** **\$15/R2**
a.k.a. Digimon Tamers: Battle Evolution (Japan)
Developed by Bandai. #SLUS-01404.
- ☐ **Digimon World** **Bandai** **\$10/R3**
Developed by Flying Tiger. Also available in the "Greatest Hits" packaging. Released 7/1/2000. #SLUS-01032.
- ☐ **Digimon World 2** **Bandai** **\$15/R2**
Developed by Bandai. Released 4/1/2004. #SLUS-01193.
- ☐ **Digimon World 3** **Bandai** **\$11/R2**
Developed by Bandai. Released 6/2/2004. #SLUS-01436.
- ☐ **Dino Crisis** **Capcom** **\$3/R1**
Developed by Capcom. Also available in the "Greatest Hits" packaging. Packaged with a demo disc for Resident Evil 3. Later re-released with the title "Dino Crisis Greatest Hits" printed on the spine without the demo disc or the "2 CD" stamp, just to confuse you even more. Released 9/1/1999. #SLUS-00922.

-  **Dino Crisis 2** **Capcom** **\$6/R1**
Designed by Kazunori Tazaki. Developed by Capcom. #SLUS-01279.
-  **Dinosaur (Disney's)** **Ubi Soft** **\$8/R2**
Developed by Sandbox Studios. Released 8/1/2000. #SLUS-01617.
-  **Dirt Jockey: Heavy Equipment Operator** **Mastiff** **\$10/R2**
Developed by DDL, Inc.. Released 6/3/2004. #SLUS-01552.
-  **Discworld II: Morality Bites** **Psygnosis** **\$12/R3**
a.k.a. Discworld II: Missing Presumed...? (Europe)
Developed by Perfect 10 Productions. Based on the "Discworld" series of books. Mouse compatible. Released 9/1/1997. #SCUS-94605.
-  **Discworld, Terry Prachett's** **Psygnosis** **\$36/R5**
Designed by Gregg Barnett, David Johnston. Developed by Perfect 10 Productions. Available in "long box" packaging. Based on the "Discworld" series of books. Mouse compatible. Released 11/1/1995. #SCUS-94600.
-  **Disney Collector's Edition** **Disney** **\$15/R2**
A "boxed set" containing the games Toy Story 2, Lion King, The: Simba's Mighty Adventure, and Walt Disney World Quest Magical Racing Tour.
-  **Disney Kids Collector's Edition** **Disney** **\$15/R4**
A "boxed set" containing the games A Bug's Life, Tarzan, and Tigger's Honey Hunt. Released 2/4/2004.
-  **Disruptor** **Universal** **\$5/R3**
Developed by Insomniac Games. Released 11/1/1996. #SLUS-00224.
-  **Divide, The: Enemies Within** **Viacom** **\$1/R5**
Designed by Colin Fox. Developed by Radical Entertainment. #SLUS-00317.
-  **Donald Duck Goin' Quackers** **Ubi Soft** **\$12/R3**
(Disney's)
a.k.a. Donald Duck Quack Attack (Europe)
Developed by Disney. Released 12/1/2000. #SLUS-01242.
-  **Doom** **Williams** **\$15/R5 +**
Developed by Williams. The original game was written for DOS-based computers by John Carmack, John Romero, Michael Abrash and Dave Taylor. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. Supports multi-system linking. LANDMARK: Released on the same day as Destruction Derby, both were the first to support the link cable, allowing 2 consoles to connect and play (also need 2 TV's and 2 copies of the game). EASTER EGGS: Yes, "God Mode". Pause a game in play and press Down, L2, Square, R1, Right, L1, Left, Circle. Another code we like is the "goodies" code. Pause the game and press X, Triangle, L1, Up, Down, R2, Left, Left. Released 11/1/1995. #SLUS-00077.
-  **Dora the Explorer: Barnyard Buddies** **Global Star** **\$8/R2**
Developed by Imagine Engine. Released 11/3/2004. #SLUS-01576.
-  **Dracula: The Last Sanctuary** **Dreamcatcher** **\$8/R3**
A 2-CD set. Released 6/2/2004. #SLUS-01440/01443.
-  **Dracula: The Resurrection** **Dreamcatcher** **\$8/R3**
A 2-CD set. Mouse compatible. Released 6/1/2004. #SLUS-01284/01316.
-  **Dragon Ball GT Final Bout** **Bandai** **\$80/R6**
Developed by Bandai. Once considered to be the rarest PlayStation game, it's title has been removed due to it's somewhat common availability on eBay. Still pretty tough to find in the wild though. LANDMARK: This was the first game to be noticeably "rare" on this system, with titles going on eBay for over \$200 as early as 2001. Released 10/1/1997. #SLUS-00493.
-  **Dragon Ball Z Ultimate Battle 22** **Infogrames** **\$10/R1**
Developed by Bandai. Released 3/3/2004. #SLUS-01550.
-  **Dragon Seeds** **Jaleco** **\$22/R4**
Developed by Jaleco. Released 10/1/1998. #SLUS-00734.
-  **Dragon Tales: Dragon Seek** **NewKidCo** **\$3/R3**
Developed by Zed Two. Released 11/1/2000. #SLUS-01176.
-  **Dragon Valor** **Namco** **\$12/R3**
Developed by Namco. A 2-CD set. Released 9/1/2000. #SLUS-01092/01164.
-  **Dragon Warrior VII** **Enix** **\$16/R4 +**
a.k.a. Dragon Quest VII (Japan)
Developed by Enix. A 2-CD set. Released 11/1/2000. #SLUS-01206/01346.
-  **DragonHeart: Fire & Steel** **Acclaim** **\$3/R3**
Developed by Funcom. Based on the movie. Released 11/1/1996. #SLUS-00226.
-  **Driver** **GT Interactive** **\$5/R1 +**
Designed by Martin Edmondson, Tony Oakden, Christopher Phillips, Will Musson. Developed by Reflections. Also available in the "Greatest Hits" packaging. EASTER EGGS: Here's a code to keep your precious car from taking any damage. Go to the title screen and press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. Released 6/1/1999. #SLUS-00842.
-  **Driver 2** **Infogrames** **\$8/R1**
Developed by Reflections. Also available in the "Greatest Hits" packaging. A 2-CD set. Released 11/1/2000. #SLUS-01161/01318.
-  **Driver/Driver 2 Twin Pack** **Atari** **\$15/R3**
Developed by Reflections. Two games packed into a double jewel-case. Also includes a preview for Driver 3 and a bumper sticker. Packaging reads "Greatest Hits."
-  **Ducati World Racing Challenge** **Acclaim** **\$3/R2**
Developed by Attention to Detail. Released 1/1/2004. #SLUS-01025.
-  **Duke Nukem: Land of the Babes** **Infogrames** **\$16/R3**
a.k.a. Duke Nukem: Planet of the Babes (original title)
Designed by Jody Hicks, Rik Levins. Developed by n-Space. Released 3/1/2000. #SLUS-01002.
-  **Duke Nukem: Time to Kill** **GT Interactive** **\$5/R1**
Designed by Ted Newman. Developed by n-Space. Also available in the "Greatest Hits" packaging, released by Take2 Interactive. EASTER EGGS: Here's a way to keep Duke from ever getting hurt. Pause a game in play and press L2, R1, L1, R2, Up, Down, Up, Down, Select, Select. Let's rock. Released 10/1/1998. #SLUS-00583.
-  **Duke Nukem: Total Meltdown** **GT Interactive** **\$5/R3**
Developed by Aardvark. Supports multiple-system linking. Released 12/1/1997. #SLUS-00355.
-  **Dukes of Hazzard 2, The: Daisy Dukes It Out** **SouthPeak** **\$12/R3**
Designed by Clint Richards. Developed by Sinister Games. Released

11/1/2000. #SLUS-01243.

- Q Dukes of Hazzard, The: SouthPeak \$8/R2**
Racing for Home
 Developed by Sinister Games. Also available in the "Greatest Hits" packaging. Released 12/1/1999. #SLUS-00859.
- Q Dune 2000 Electronic Arts \$10/R3 +**
 Developed by Westwood Studios. Supports multiple-system linking and supports a mouse controller. Released 10/1/1999. #SLUS-00973.
- Q Dynasty Warriors Koei \$13/R3**
a.k.a. Sangoku Musou (Japan)
 Developed by Omega Force. Based on the "Romance of the Three Kingdoms" book. Released 6/1/1997. #SLUS-00438.
- Q E.T. The Extra-Terrestrial: NewKidCo \$5/R2**
Interplanetary Mission
 Developed by Digital Eclipse. Released 12/1/2004. #SLUS-01385.
- Q EA Collector's Edition: Action Electronic Arts \$40/R2**
 A "boxed set" containing the games Medal of Honor, 007 Racing, and Tomorrow Never Dies. Each game comes in its own jewel case.
- Q EA Collector's Edition: Racing Electronic Arts \$40/R2**
 A "boxed set" containing the games Sled Storm, Need for Speed III: Hot Pursuit, and NASCAR Rumble. Each game comes in its own jewel case.
- Q EA Collector's Edition: Sports Electronic Arts \$40/R2**
 Developed by EA Sports. A "boxed set" containing the games Madden 2002, NBA Live 2002, and NASCAR Thunder 2002. Each game comes in its own jewel case.
- Q Eagle One: Harrier Attack Infogrames \$7/R2**
 Developed by Glass Ghost. EASTER EGGS: For an invincible ride, go to the main menu, highlight "options" and press R1, L1, R2, L2, L1. Released 2/1/2000. #SLUS-00943.
- Q Easter Bunny's Big Day Mastiff \$10/R2**
 Designed by Keisuke Nakano. Developed by Seven Computerized Creations. A game based on the Easter Bunny? Now I've seen everything. #SLUS-01551.
- Q Echo Night Agetec \$5/R5**
 Developed by From Software. Analog/Vibration compatible. Released 8/1/1999. #SLUS-00820.
- Q ECW Anarchy Ruiz! Acclaim \$5/R2**
 Developed by Acclaim. Multiplayer adapter compatible. Released 8/1/2000. #SLUS-01169.
- Q ECW Hardcore Revolution Acclaim \$3/R1**
 Developed by Acclaim. Multiplayer adapter compatible. Released 3/1/2000. #SLUS-01045.
- Q Eggs of Steel Atlas \$10/R5**
 Developed by Rhythm & Hues. Two cover variations: One is the regular plain cover and the other has "Blockbuster Exclusive Rental" stamped on it. Released 10/1/1998. #SLUS-00751.
- Q Ehrgeiz: God Bless the Ring Squaresoft \$21/R3**
 Designed by Seiichi Ishii. Developed by Dream Factory. Based on the 1998 Namco coin-op. also known as "Square" and "SquareEnix". Fighting/Tournament Style. Released 4/1/1999. #SLUS-00809.
- Q Eidos Collector's Edition Eidos \$20/R2**
 Developed by Core Design. A "boxed set" containing the games Legacy of Kain: Soul Reaver, Fighting Force, and Blood Omen: Legacy of Kain. Each game comes in its own jewel case.
- Q Einhander Squaresoft \$23/R3 +**

Developed by Squaresoft. also known as "Square" and "SquareEnix". Released 5/1/1998. #SCUS-94243.

- Q Elemental Gearbolt Working Designs \$15/R3 +**
 Developed by Alfa System. Has two disc art variations. Light gun compatible and mouse compatible. Released 8/1/1998. #SLUS-00654.
- Q Elemental Gearbolt Working Designs \$200/R10**
Assassin's Case Edition
 A limited edition version given away as tournament prizes at E3 '98. Includes a briefcase, gold GunCon, and gold memory card. Less than 40 were produced. Light gun compatible and mouse compatible.
- Q Eliminator Psygnosis \$3/R5**
 Developed by Magenta. Released 2/1/1999. #SLUS-00699.
- Q Emperor's New Groove, The Sony \$5/R3**
(Disney's)
 Developed by Argonaut. Released 11/1/2000. #SCUS-94571.
- Q Epidemic Sony \$2/R3**
a.k.a. Kileak, The Blood 2: Reason in Madness (Japan)
 Developed by Genki. Sequel to Kileak: The DNA Imperative. Includes memory card stickers. Released 10/1/1996. #SLUS-94152.
- Q Equestrian Showcase Mud Duck \$8/R2**
 Released 5/3/2004. #SLUS-01462.
- Q ESPN Extreme Games Sony \$2/R3**
a.k.a. 1Xtreme (Greatest Hits), EPSN Street Games (Japan)
 Also available in "long box" packaging. Also available in the "Greatest Hits" packaging as 1Xtreme. LANDMARK: This was a launch title in the US. Released 9/1/1995. #SCUS-94503.
- Q ESPN MLS Gamenight 2000 Konami \$3/R3**
 Developed by KCEO. First game to feature the full Major League Soccer license. Released 9/1/2000. #SLUS-01186.
- Q ESPN X-Games Pro Boarder Konami \$3/R1**
 Developed by Radical Entertainment. Soundtrack features music from Foo Fighters, Rancid, NoFX, and Pennywise. EASTER EGGS: Two passwords will unlock all of the hidden circuits and boards. The first is X, Circle, X, Triangle, Triangle, Square, which unlocks all of the normal circuits and the second is Triangle, X, Square, X, Triangle, Circle, which unlocks the rest. Released 11/1/1998. #SLUS-00704.
- Q Eternal Eyes Crave \$3/R1**
a.k.a. Koukroseatro (Japan)
 Developed by SunSoft. Released 11/1/2004. #SLUS-01034.
- Q Evil Dead: Hail to the King T*HQ \$5/R3**
a.k.a. Evil Dead: Ashes to Ashes (original name)
 Developed by Heavy Iron. A 2-CD set. Based on the Evil Dead movies. #SLUS-01072/01326.
- Q Evil Zone Titus \$2/R1**
 Developed by Yuke's. #SLUS-00855.
- Q Excalibur 2555 A.D. Sir-Tech \$5/R5 -**
 Developed by Tempest. Released 9/1/1997. #SLUS-00541.
- Q Expendable Infogrames \$2/R3 -**
 Developed by Rage Software. Released 2/1/2000. #SLUS-01075.
- Q Extreme Go-Cart Racing Agetec/A1 Games \$8/R2**
 Developed by Agetec/A1 Games. #SLUS-01530.

- ☐ **Extreme Pinball** **Electronic Arts** **\$6/R3**
Developed by Epic Megagames. Also available in "long box" packaging. Includes four boards (Urban Chaos, Monkey Mayhem, Medieval Knights and Rock Fantasy). One of the first and certainly the longest-loading of the pinball sims, but it's got monkeys in it and thus rates quite highly. Released 2/1/1996. #SLUS-00200.
- ☐ **F1 2000** **Electronic Arts** **\$1/R1**
Released 2/1/2000. #SLUS-01120.
- ☐ **F1 Championship Season 2000** **Electronic Arts** **\$5/R4**
Developed by Visual Sports. Released 10/1/2000. #SLUS-01290.
- ☐ **F1 Racing Championship a.k.a. F1 Championship '99** **Ubi Soft** **\$2/R2**
Developed by Ubi Soft. Released 9/1/2000. #SLUS-01088.
- ☐ **F1 World Grand Prix 1999** **Eidos** **\$3/R3**
Developed by Video System. Multiplayer adapter compatible. Released 3/1/2004. #SLUS-01036.
- ☐ **F1 World Grand Prix 2000** **Video System** **\$3/R3**
Developed by Eutechnyx. Multiplayer adapter compatible. #SLUS-01344.
- ☐ **Fade to Black** **Electronic Arts** **\$5/R1**
Developed by Delphine Studios. Also available in "long box" packaging. Released 6/1/1996. #SLUS-00236.
- ☐ **Faire Games: Language Arts** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ **Faire Games: Mathematics** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ **Family Card Games Fun Pack** **Mud Duck** **\$1/R1**
Developed by Midas Interactive. Multiplayer adapter compatible. Released 6/2/2004. #SLUS-01454.
- ☐ **Family Connection Demonstration Disc** **Lightspan** **\$15/R9**
Developed by Lightspan.
- ☐ **Family Feud** **Hasbro Interact** **\$20/R3**
Released 10/1/2000. #SLUS-01171.
- ☐ **Family Game Pack** **3DO** **\$8/R5**
Developed by Studio 3DO. Released 3/1/2000. #SLUS-01049.
- ☐ **Fantastic Four, The** **Acclaim** **\$5/R6 -**
Developed by Probe. Multiplayer adapter compatible. Released 8/1/1997. #SLUS-00395.
- ☐ **Fatal Fury: Wild Ambition** **SNK** **\$5/R2**
Developed by SNK. Based on the 1998 SNK coin-op. Released 12/1/1999. #SLUS-01001.
- ☐ **Fear Effect** **Eidos** **\$5/R1**
a.k.a. Fear Factor (original name)
Designed by Scott J Compton, Christian Dailey, John Platten. Developed by Kronos Digital. A 4-CD set. EASTER EGGS: You'll never get old, and you'll never die. From the main menu, select "Options," then select "Credits." and while the credits are rolling press L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square. Released 1/1/2000. #SLUS-00920/01056-7-8.
- ☐ **Fear Effect 2: Retro Helix** **Eidos** **\$10/R3**
a.k.a. Helix: Fear Effect (Japan)
Designed by Scott J Compton, Tim Coolidge. Developed by Kronos Digital. A 4-CD set. LANDMARK: Possibly the first video game to feature openly gay heroines. Released 2/1/2004. #SLUS-01266/01275-6-7.
- ☐ **Felony 11-79** **ASCII** **\$3/R1**
a.k.a. Runabout (Japan)
Developed by Climax Graphics. EASTER EGGS: To unlock all of the game's vehicles, Go the the "Start/Time Trial/Setting" screen, and on controller 2 rapidly Tap L2 + R1 + R2, then tap R2, then L2, then R1 + Triangle. You'll hear an explosion confirming the code. Released 8/1/1997. #SLUS-00533.
- ☐ **FIFA 2000** **Electronic Arts** **\$10/R1**
Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/1999. #SLUS-00994.
- ☐ **FIFA 2001** **Electronic Arts** **\$8/R3**
Developed by EA Sports. Multiplayer adapter compatible. Released 10/1/2000. #SLUS-01262.
- ☐ **FIFA 2003** **Electronic Arts** **\$10/R1**
Developed by EA Sports. Multiplayer adapter compatible. #SLUS-01504.
- ☐ **FIFA 2004** **Electronic Arts** **\$15/R2**
Developed by EA Sports. Multiplayer adapter compatible. #SLUS-01578.
- ☐ **FIFA '96** **Electronic Arts** **\$5/R2**
Developed by EA Sports. Available in "long box" packaging. Multiplayer adapter compatible. LANDMARK: This was the first soccer game available for the PlayStation. Released 11/1/1995. #SLUS-00038.
- ☐ **FIFA '98: The Road to the World Cup** **Electronic Arts** **\$5/R2**
Developed by EA Sports. Also available in a much-rarer Spanish edition with a part# of SLUS-005205. Released 12/1/1997. #SLUS-00520.
- ☐ **FIFA '99** **Electronic Arts** **\$5/R2**
Developed by EA Sports. Released 12/1/1998. #SLUS-00782.
- ☐ **FIFA Soccer 2002** **Electronic Arts** **\$10/R3**
a.k.a. 2002 FIFA World Cup
Developed by EA Sports. Multiplayer adapter compatible. Released 4/2/2004. #SLUS-01408.
- ☐ **FIFA Soccer '97** **Electronic Arts** **\$5/R2**
Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/1996. #SLUS-00269.
- ☐ **Fifth Element, The** **Activision** **\$3/R3**
Developed by Kalisto. Based on the movie. Released 11/1/1998. #SLUS-00711.
- ☐ **Fighter Maker** **Agetec** **\$5/R3 -**
Includes a "Quick Help" diagram. Released 6/1/1999. #SLUS-00641.
- ☐ **Fighting Force** **Eidos** **\$3/R1**
Developed by Core Design. Also available in the "Greatest Hits" packaging. Released 11/1/1997. #SLUS-00433.
- ☒ **Fighting Force 2** **Eidos** **\$2/R1**
Developed by Core Design. Released 12/1/1999. #SLUS-00934.
- ☐ **Final Doom** **Williams** **\$15/R3**
Developed by Williams. Supports multiple-system linking and supports a mouse controller. EASTER EGGS: Yes, "God Mode". Pause a game in play and press Down, L2, Square, R1, Right, L1, Left, Circle. Another code we like is the "goodies" code. Pause the game and press X, Triangle, L1, Up, Down, R2, Left, Left. Released 10/1/1996. #SLUS-00331.
- ☒ **Final Fantasy Anthology** **Squaresoft** **\$15/R3 +**
Developed by Squaresoft. A 2-CD set. Consists of the SNES games

Final Fantasy III and the Japan-only release of Final Fantasy V, along with a soundtrack CD. Also available in the "Greatest Hits" version without the CD, also known as "Square" and "SquareEnix". Released 10/1/1999. #SLUS-00879/00900.

-  **Final Fantasy Chronicles** **Squaresoft** **\$15/R1 +**
Developed by Squaresoft. A 2-CD set. Consists of the SNES games Final Fantasy IV and Chrono Trigger. Also available in the "Greatest Hits" packaging and in non-GH packaging with the Square/Enix logo, also known as "Square" and "SquareEnix". Released 6/1/2004. #SLUS-01360/01363.

-  **Final Fantasy IX** **Squaresoft** **\$11/R1 +**
Designed by Hiroshi Kawai. Developed by Squaresoft. A 4-CD set. Also available in the "Greatest Hits" package with Square and Square/Enix logo variations. Originally rumored to be a continuation of FFVIII, with Laguna as the main character, also known as "Square" and "SquareEnix". Released 11/1/2000. #SLUS-01251/01295-6-7.

-  **Final Fantasy Origins** **Squaresoft** **\$10/R2**
Developed by Squaresoft. Features "remakes" of the NES games Final Fantasy and Final Fantasy II (previously available only in Japan), also known as "Square" and "SquareEnix". Released 4/3/2004. #SLUS-01541.

-  **Final Fantasy Tactics** **Squaresoft** **\$15/R3 +**
Designed by Hirokiyuki Itou. Developed by Squaresoft. Also available in the "Greatest Hits" package with Square and Square/Enix logo variations. Non-GH version is a bit harder to find. Uses the "class" system first utilized in Final Fantasy V, also known as "Square" and "SquareEnix". Released 1/1/1998. #SCUS-94221.

-  **Final Fantasy VII** **Squaresoft** **\$7/R1 +**
Developed by Squaresoft. A 3-CD set. Also available in the "Greatest Hits" package with Square and Square/Enix logo variations, also known as "Square" and "SquareEnix". Released 8/1/1997. #SCUS-94163.

-  **Final Fantasy VIII** **Squaresoft** **\$7/R1**
Designed by Ken Narita. Developed by Squaresoft. A 4-CD set. Also available in the "Greatest Hits" package with Square and Square/Enix logo variations, also known as "Square" and "SquareEnix". Takes advantage of Sony PocketStation features. Released 8/1/1999. #SLUS-00892/00908-9-10.

-  **Final Round, The** **Konami** **\$2/R3**
Based on the 1998 Konami coin-op. Multiplayer adapter compatible. Released 7/1/1996. #SLUS-00064.

-  **Fisher Price Rescue Heroes: Molten Menace** **Mattel Interact** **\$5/R3**
Released 8/1/2001. #SLUS-01220.

-  **Fisherman's Bait 2: Big Ol' Bass** **Konami** **\$5/R4**
a.k.a. **Big Ol' Bass**
Developed by Konami. Released 12/1/1999. #SLUS-00999.

-  **Fisherman's Bait: A Bass Challenge** **Konami** **\$4/R3**
Developed by Konami. Based on the 1998 Konami coin-op. Released 3/1/1999. #SLUS-00802.

-  **Flintstones Bedrock Bowling** **SouthPeak** **\$7/R3**
The
Released 3/1/2000. #SLUS-00931.

-  **Floating Runner: Quest for the 7 Crystals** **T*HQ** **\$3/R5**
Developed by Xing. Supports multiple-system linking. Released 10/1/1996. #SLUS-00231.

-  **Ford Racing** **Take2 Interact** **\$2/R1**
Developed by Empire Interactive. Based on the 2001 HME Inc. coin-op. Released 1/1/2004. #SLUS-01301.

-  **Ford Truck Mania** **Gotham Games** **\$8/R2**
Developed by Alpine Studios. Released 9/3/2004. #SLUS-01540.

-  **Formula 1** **Psygnosis** **\$2/R1**
Also available in the "Greatest Hits" packaging. Supports multiple-system linking. Released 10/1/1996. #SCUS-94353.

-  **Formula 1 2000** **Psygnosis** **\$2/R1**
#SLUS-01134.

-  **Formula 1 '98** **Psygnosis** **\$2/R1**
Developed by Visual Sciences. Multiplayer adapter compatible. Released 12/1/1998. #SLUS-00744.

-  **Formula 1 '99** **Psygnosis** **\$2/R1**
Developed by Studio 33. An early ad shows two versions of the game, a U.S. version and a Canadian version. Each version has a different pic on the cover, and the Canadian version has a Canadian flag on the front as well. Gameplay differences are unknown at this time. Released 11/1/1999. #SLUS-00870.

-  **Formula 1 Championship Edition** **Psygnosis** **\$2/R1**
Developed by Bizarre Creations. EASTER EGGS: We love the codes in this game. For each of these, select "Grand Prix", choose "Driver Select" and then "Edit Driver". Change the name to "BILLY BONUS" to access four hidden tracks, "BOX CHATTER" to greatly affect the announcer's style, "PI MAN" to change your car to a Wipeout craft, and "VIRTUALLY VIRTUAL" changes the look of the game to flat polygons. Released 9/1/1997. #SLUS-00546.

-  **Forsaken** **Acclaim** **\$1/R1**
Developed by Probe. One of only two games that has native support for the ASCII Sphere controller. The other is MDK. Supports the ASCII Sphere controller. EASTER EGGS: There's a hidden cheat mode here. From the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. Released 4/1/1998. #SLUS-00458.

-  **Fox Hunt** **Capcom** **\$25/R8**
Developed by Capcom. A 3-CD set. One of the rarest PSX games, very rarely seen in the wild. Finding it on eBay is slightly easier. Features Timothy Buttons, George Lazenby, and Rob Lowe. Released 10/1/1996. #SLUS-00101/00175-6.

-  **Fox Sports Golf '99** **Fox Interactive** **\$5/R3**
Released 6/1/1998. #SLUS-00636.

-  **Fox Sports NBA Basketball 2000** **Fox Interactive** **\$5/R3**
Multiplayer adapter compatible. Released 10/1/1999. #SLUS-00926.

-  **Fox Sports NHL Championship 2000** **Fox Interactive** **\$5/R3**
Seemingly harmless hockey sim but loaded with errors, including replays from a play other than the one that just happened and a scoreboard that often puts up the wrong score! Good for laughs. Multiplayer adapter compatible. Released 10/1/1999. #SLUS-00925.

-  **Fox Sports Soccer '99** **Fox Interactive** **\$5/R3**
Multiplayer adapter compatible. Released 7/1/1998. #SLUS-00635.

-  **FoxKids.com Micro Maniacs Racing** **Codemasters** **\$7/R3**
Developed by Codemasters. Multiplayer adapter compatible. Released 8/1/2000. #SLUS-01129.

-  **Frank Thomas Big Hurt** **Acclaim** **\$2/R3**

- Baseball**
Available in "long box" packaging. Released 6/1/1997. #SLUS-00010.
- ☒ **Freestyle Boardin' '99** **Capcom** **\$1/R2**
Developed by TV Tokyo/Pony Canyon. Released 3/1/1999. #SLUS-00767.
- ☒ **Freestyle Motocross: McGrath Vs. Pastrada** **Acclaim** **\$5/R3**
Developed by Z-Axis. Released 11/1/2000. #SLUS-01122.
- ☒ **Frogger** **Hasbro Interact** **\$8/R1**
Developed by Millennium Interactive. Based on the 1981 Konami coin-op. Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. **EASTER EGGS:** To play on any stage, pause a game in play, then press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle. When you return to the "Select Level" screen, all of the stages will be unlocked. Released 10/1/1997. #SLUS-00506.
- ☒ **Frogger 2: Swampy's Revenge** **Hasbro Interact** **\$13/R1**
Developed by Blitz Games. Also available in the "Greatest Hits" packaging, re-released by Infogrames. Multiplayer adapter compatible. #SLUS-01172.
- ☒ **Front Mission 3** **Squaresoft** **\$20/R3 +**
Developed by Squaresoft. Parts 1 and 2 were only available for the Super Famicom in Japan, also known as "Square" and "SquareEnix". Released 4/1/2000. #SLUS-01011.
- ☒ **Future Cop L.A.P.D.** **Electronic Arts** **\$3/R2**
a.k.a. L.A.P.D. 2100 AD (original name)
Developed by Electronic Arts. **EASTER EGGS:** Future invincible cops unit! Pause a game in play to bring up the map, then press Select to access the options menu, highlight the "Volume Sound FX" option and enter Circle, Circle, Select, Select, Circle, Select, X, Square. Enter "Quit" to enable the code. Released 9/1/1998. #SLUS-00739.
- ☒ **G Darius** **T*HQ** **\$10/R3 +**
Developed by Taito. Based on the 1997 Taito coin-op. Released 8/1/1998. #SLUS-00690.
- ☒ **G Police** **Psygnosis** **\$2/R2**
Developed by The Wheelhaus. A 2-CD set. Released 9/1/1997. #SLUS-00544/00556.
- ☒ **G Police: Weapons of Justice** **Psygnosis** **\$5/R3**
Developed by Psygnosis. Released 8/1/1999. #SLUS-00798.
- ☒ **Galaga: Destination Earth** **Hasbro Interact** **\$7/R3**
Developed by King of the Jungle. #SLUS-01258.
- ☒ **Galerians** **Crave** **\$3/R1**
Designed by Shizuo Isawa. Developed by Polygon Magic. A 3-CD set. Released 2/1/2000. #SLUS-00986/01098-9.
- ☒ **Gallop Racer** **Tecmo** **\$20/R3**
Developed by Tecmo. Based on the 1996 Tecmo coin-op. Released 8/1/1999. #SLUS-00942.
- ☒ **Game of Life, The** **Hasbro Interact** **\$15/R5**
Multiplayer adapter compatible. Released 12/1/1998. #SLUS-00769.
- ☒ **Gauntlet Legends** **Midway** **\$7/R1**
Developed by Atari. Based on the 1998 Atari coin-op. Multiplayer adapter compatible. Released 3/1/2000. #SLUS-00624.
- ☒ **Gekido** **Interplay** **\$5/R2**
Developed by Gremlin. Multiplayer adapter compatible. Released 4/1/2000. #SLUS-00970.
- ☒ **Gekio Shooting King** **Natsume** **\$10/R2**
a.k.a. Shienryu (Japan)
Developed by Warashi. This game was also released as "Shienryu" on the Sega Saturn in Japan. Shooter/Vertical Scrolling. #SLUS-01498.
- ☒ **Geom Cube** **Amer Technos** **\$3/R5**
Developed by Technos. Also available in "long box" packaging. American Technos is the US "arm" of Technos. Released 12/1/1995. #SLUS-00024.
- ☒ **Gex** **Crystal Dynam** **\$5/R1**
Developed by GT Interactive. Also available in "long box" packaging. **EASTER EGGS:** There's nothing more dangerous than an invincible gekko. During the game, press Start to pause, then hold the L2 button and press Left, Right, Triangle, Down, Right, Left. Released 12/1/1995. #SLUS-00042.
- ☒ **Gex 3: Deep Cover Gecko** **Eidos** **\$5/R2**
Developed by Crystal Dynamics. Released 3/1/1999. #SLUS-00806.
- ☒ **Gex: Enter the Gecko** **Crystal Dynam** **\$5/R2**
a.k.a. Spin Tail (Japan)
Developed by Crystal Dynamics. The sequel to Gex. Released 2/1/1998. #SLUS-00598.
- ☒ **Ghost in the Shell** **T*HQ** **\$10/R3 +**
a.k.a. Koukaku Kidoutai: Ghost in the Shell (Japan)
Developed by Exact. Based on the movie. **EASTER EGGS:** You can play on any stage: From the main menu, press R2, R1, Square, Square, Up, Down, Square, Square, R2, R2; you'll hear a confirmation sound. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu. Released 11/1/1997. #SLUS-00552.
- ☒ **Glover** **Hasbro Interact** **\$2/R5**
Developed by Interactive Studios. Released 12/1/1999. #SLUS-00890.
- ☒ **Goal Storm** **Konami** **\$10/R5**
Available in "long box" packaging. #SLUS-00069.
- ☒ **Goal Storm '97** **Konami** **\$10/R7**
Released 3/1/1997. #SLUS-00295.
- ☒ **Gold and Glory: The Road to El Dorado** **Ubi Soft** **\$5/R2**
Developed by Revolution Software. Released 12/1/2000. #SLUS-01312.
- ☒ **Golden Nugget** **Virgin** **\$4/R3**
A 2-CD set. Released 9/1/1997. #SLUS-00319/00555.
- ☒ **Goofy's Fun House** **NewKidCo** **\$8/R3**
Released 10/1/2004. #SLUS-01209.
- ☒ **Gran Turismo** **Sony** **\$3/R1 +**
Developed by Polyphony Digital. A 2-CD set. Also available in the "Greatest Hits" packaging. Released 4/1/1998. #SCUS-94194.
- ☒ **Gran Turismo 2** **Sony** **\$5/R1 +**
Developed by Polyphony Digital. A 2-CD set. Also available in the "Greatest Hits" packaging. Meant to be played with Namco's Joystick (steering) controller. Released 12/1/1999. #SCUS-94455/94488.
- ☒ **Grand Siam Baseball '97** **Virgin** **\$5/R4**
#SLUS-00127.
- ☒ **Grand Theft Auto** **Take2 Interact** **\$3/R1**

- Developed by DMA Design. This game actually managed to upset radio talk show host Dr. Laura due to its "immoral!" gameplay. Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Included a map. **EASTER EGGS:** Max yourself out. From the character select screen press Square and change your name to "THESHIT". Released 5/1/1998. #SLUS-00106.
- ☐ **Grand Theft Auto 2** **Rockstar Games** **\$8/R1**
Developed by DMA Design. Also available in the "Greatest Hits" packaging. Also available in "Collector's Edition" packaging. Includes a map. **EASTER EGGS:** Here's another max-out code: From the main menu, select "Play," then press X again to change your name to "NAVARONE". Released 11/1/1999. #SLUS-00789.
- ☐ **Grand Theft Auto Compilation** **Take2 Interact** **\$15/R2**
Developed by DMA Design. A "boxed set" containing the games Grand Theft Auto, Grand Theft Auto 2, and Grand Theft Auto London 1969.
- ☐ **Grand Theft Auto Expansion Pack #1: London 1969** **Rockstar Games** **\$10/R5**
Designed by Kevin Hoare, Sergei Kuprejanov, Jay Penney. Developed by DMA Design. An add-on disc for Grand Theft Auto, which is required in order to play. Also available in "Collector's Edition" packaging. Includes a map. **EASTER EGGS:** Max yourself out. From the character select screen press Square and change your name to "HAROLDHAND". Released 4/1/1999. #SLUS-00846.
- ☐ **Grand Theft Auto: The Director's Cut** **Rockstar Games** **\$15/R3**
Developed by Visual Sciences. A 2-CD set containing both Grand Theft Auto and Grand Theft Auto: London 1969. Includes a map.
- ☒ **Grandia** **Sony** **\$17/R3**
Developed by Game Arts. A 2-CD set. Released 9/1/1999. #SCUS-94457.
- ☒ **Grandstream Saga, The** **T*HQ** **\$5/R1**
Developed by Quintet/Shade. Released 5/1/1998. #SLUS-00597.
- ☒ **Grid Runner** **Virgin** **\$5/R3**
a.k.a. Grid Run (Europe)
Developed by Radical Entertainment. Supports multiple-system linking. Released 9/1/1996. #SLUS-00323.
- ☒ **Grinch, The** **Konami** **\$5/R1**
Developed by A2M. Based on the movie. Released 11/1/2000. #SLUS-01197.
- ☐ **Grind Session** **Sony** **\$3/R1**
Developed by Shaba Games. Released 5/1/2000. #SCUS-94568.
- ☒ **Grudge Warriors** **Take2 Interact** **\$1/R1**
Developed by Tempest. Released 4/1/2000. #SLUS-01150.
- ☒ **Guardian's Crusade** **Activision** **\$5/R1**
a.k.a. Knight and Baby (Japan)
Developed by Tamssoft. Released 3/1/1999. #SLUS-00811.
- ☒ **Gubble** **Mud Duck** **\$10/R2**
Developed by Actual Entertainment. Hey, it's just like Crystal Castles! And no surprise, Atari alumni Franz Lanzinger and Susan McBride had a hand in the production of this late release PSX game. Released 6/2/2004. #SLUS-01466.
- ☒ **Guilty Gear** **Atlus** **\$25/R7**
Developed by ARC System Works. Fighting/Tournament Style. Released 11/1/1998. #SLUS-00772.
- ☒ **Gundam Battle Assault** **Bandai** **\$16/R3**
Developed by Bandai. Released 11/1/2000. #SLUS-01226.

- ☒ **Gundam Battle Assault 2** **Bandai** **\$16/R2**
Developed by Bandai. Has two label variations: One says GunDum and the other says GunDam. Released 6/2/2004. #SLUS-01418.
- ☒ **Gunfighter: The Legend of Jesse James** **Ubi Soft** **\$5/R1**
Developed by Rebellion. Light Gun compatible. Released 11/1/2004. #SLUS-01398.
- ☒ **Gunship** **Microprose** **\$10/R5**
Developed by Spectrum Holobyte. Also available in "long box" packaging. Released 6/1/1996. #SLUS-00313.
- ☐ **HardBall 5** **Accolade** **\$4/R5**
Available in "long box" packaging. Released 4/1/1996. #SLUS-00108.
- ☐ **HardBall '99** **Accolade** **\$5/R5**
Released 11/1/1998. #SLUS-00651.
- ☐ **Harry Potter and the Chamber of Secrets** **Electronic Arts** **\$10/R1**
a.k.a. Harry Potter to Himitsu no Heya (Japan)
Developed by Argonaut. Based on the book/movie. #SLUS-01503.
- ☐ **Harry Potter and the Sorcerer's Stone** **Electronic Arts** **\$10/R1**
a.k.a. Harry Potter and the Philosopher's Stone (Europe), Harry Potter to Kenja no
Developed by Argonaut. Also available in the "Greatest Hits" packaging. Based on the book/movie. Released 11/1/2004. #SLUS-01415.
- ☒ **Harvest Moon: Back to Nature** **Natsume** **\$15/R2**
Developed by Victor Interactive. Other games in the series appear on the SNES, N64, and Game Boy. Released 11/1/2000. #SLUS-01115.
- ☐ **HBO Boxing** **Acclaim** **\$1/R1**
Developed by Osiris Studios. Released 11/1/2000. #SLUS-01027.
- ☐ **Heart of Darkness** **Interplay** **\$3/R1**
Developed by Amazing Studios. A 2-CD set. Includes a pair of 3D glasses. Released 9/1/1998. #SLUS-00696/00741.
- ☐ **Hellboy: Asylum Seeker** **Dreamcatcher** **\$10/R2**
Developed by Dreamcatcher. Based on the comic book. Released 1/3/2004. #SLUS-01414.
- ☐ **Hello Kitty's Cube Frenzy** **NewKidCo** **\$15/R4**
Released 4/1/1999. #SLUS-00778.
- ☐ **Herc's Adventure** **LucasArts** **\$20/R7**
Developed by LucasArts. Released 7/1/1997. #SLUS-00298.
- ☒ **Hercules (Disney's)** **Virgin** **\$5/R3**
a.k.a. Disney's Action Game Featuring Hercules
Designed by Jonathan Williams, Mat Sneap. Developed by Eurocom. Two versions: Disney's Hercules and Disney's Action Game Featuring Hercules (re-released by Majesco). Released 7/1/1997. #SLUS-00529/SLUS-01029 (Majesco).
- ☐ **Hexen: Beyond Heretic** **GT Interactive** **\$1/R2**
Developed by id Software. Supports multiple-system linking. Released 6/1/1997. #SLUS-00348.
- ☐ **High Heat Baseball 2000** **3DO** **\$3/R3**
Developed by Studio 3DO. Released 6/1/1999. #SLUS-00830.
- ☐ **High Heat Baseball 2002** **3DO** **\$2/R1**
Developed by Studio 3DO. Released 3/1/2004. #SLUS-01244.

☐ **Hi-Octane: The Track Fights** **Electronic Arts** **\$12/R4**
Back

Available in "long box" packaging. BOX DESCRIPTION: "This high intensity combat driving game puts you behind the wheel of heavily armed hovercars, competing against other drivers in a death defying competition of high speeds and hot lead." 6 different hovercars, 9 different tracks." Released 12/1/1995. #SLUS-00157.

☐ **Hive, The** **Trimark** **\$2/R5**

Developed by Rainbow Studios. A 2-CD set. Released 7/1/1996. #SLUS-00120/00182.

☐ **Hogs of War** **Infogrames** **\$15/R5**

Developed by Infogrames. Multiplayer adapter and Mouse compatible. Released 9/1/2000. #SLUS-00195.

☐ **Hooters Road Trip** **Ubi Soft** **\$1/R1 -**

Developed by Hoptite Research/Miracle Desig. Cover uses the exact same artwork as the PC game Free Wheelin' USA, with the exception of the Hooters logo painted in. Released 3/2/2004. #SLUS-01394.

☐ **Hoshigami: Ruining Blue Earth** **Atlas** **\$15/R2**

Developed by MaxFive. Released 12/1/2004. #SLUS-01375.

☒ **Hot Shots Golf** **Sony** **\$16/R3 +**

Multiplayer adapter compatible. EASTER EGGS: Unlock all the hidden stuff. First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on controller 2. Continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Released 4/1/1998. #SCUS-94188.

☒ **Hot Shots Golf 2** **Sony** **\$22/R3 +**

Multiplayer adapter compatible. EASTER EGGS: Unlock everything, please. From the main menu, select "New Game." At the following screen, enter "2GSH" as your name. Released 3/1/2000. #SCUS-94476.

☐ **Hot Wheels Extreme Racing** **T*HQ** **\$9/R5**

Developed by HotGen Studios. Multiplayer adapter compatible. Released 9/1/1999. #SLUS-01293.

☐ **Hot Wheels Turbo Racing** **T*HQ** **\$8/R3**

Developed by Prima Games. Also available in the "Greatest Hits" packaging. #SLUS-00964.

☐ **Hugo: The Evil Mirror** **XS Games** **\$10/R4**

Developed by ITE Media. #SLUS-01559.

☐ **Hydro Cross** **Vatical** **\$7/R5**

Released 11/1/2001. #SLUS-01149.

☐ **Hydro Thunder** **Midway** **\$15/R3**

Developed by Eurocom. Based on the 1999 Midway coin-op. Released 3/1/2000. #SLUS-00847.

☐ **IHRA Motorsports Drag Racing** **Bethesda Soft** **\$3/R1**

Developed by Bethesda Softworks. Released 10/1/2004. #SLUS-01097.

☐ **Impact Racing** **Acclaim** **\$2/R5**

Released 9/1/1996. #SLUS-00225.

☐ **In Cold Blood** **Dreamcatcher** **\$4/R1**

Developed by Revolution Software. A 2-CD set. Released

7/1/2004. #SLUS-01294/SLUS-01314.

☐ **In the Hunt** **T*HQ** **\$10/R7**

Developed by Xing. Also available in "long box" packaging. Released 3/1/1996. #SLUS-00172.

☐ **Incredible Crisis** **Titus** **\$4/R4 +**
a.k.a. Tondemo Crisis (Japan)

Developed by Polygon Magic. Released 11/1/2000. #SLUS-01225.

☐ **Incredible Hulk, The: The** **Eidos** **\$10/R5**
Pantheon Saga

Developed by Attention to Detail. Released 12/1/1996. #SLUS-00150.

☐ **Independence Day** **Fox Interactive** **\$3/R3**

Developed by Radical Entertainment. Based on the 1996 sci-fi movie. Supports multiple-system linking. Released 3/1/1997. #SLUS-00221.

☐ **Inspector Gadget: Gadget's** **Ubi Soft** **\$6/R1**
Crazy Maze

Developed by LSP. Multiplayer adapter compatible. Released 8/1/2004. #SLUS-01267.

☒ **Intelligent Qube** **Sony** **\$40/R5 +**

Developed by Sony. Released 9/1/1997. #SCUS-94181.

☐ **Intellivision Classic Games** **Activision** **\$7/R2**

Developed by LTI. Multiplayer adapter compatible. Released 8/1/1999. #SLUS-00906.

☐ **International Superstar** **Konami** **\$2/R3**
Soccer Pro '98

Developed by Konami. Multiplayer adapter compatible. Released 7/1/1998. #SLUS-00674.

☐ **International Superstar** **Konami** **\$5/R4**
Soccer Pro Evolution

a.k.a. ISS Pro Evolution
Developed by Konami. Multiplayer adapter compatible. Released 2/1/2000. #SLUS-01014.

☐ **International Track & Field** **Konami** **\$5/R4**

Developed by Konami. Also available in "long box" packaging. Multiplayer adapter compatible. EASTER EGGS: Check out bikini mode! At the Game Select menu, highlight "100m Free Style" and press Up, Up, Down, Down, Left, Right, Left, Right, Circle, X. The contestants will all be wearing bikinis. Released 5/1/1996. #SLUS-00850.

☐ **International Track & Field** **Konami** **\$4/R3**
2000

Developed by Konami. Multiplayer adapter compatible. Released 12/1/1999. #SLUS-00987.

☐ **Inu-Yasha: A Feudal Fairy** **Bandai** **\$15/R2**
Tale

Based on the manga comic. #SLUS-01534.

☐ **Invasion from Beyond** **GT Interactive** **\$3/R1**

a.k.a. B-Movie (Europe)
Developed by King of the Jungle. Released 1/1/1998. #SLUS-00709.

☐ **Iron Man/X-O Manowar in** **Acclaim** **\$7/R3**
Heavy Metal

Developed by Realtime Associates. Based on the comic. Released 11/1/1996. #SLUS-00235.

☐ **Iron Soldier 3** **Vatical** **\$4/R5**

Developed by Telegames. Later reprinted by Telegames. Released 3/1/2000. #SLUS-01061.

- ❑ Irritating Stick** Jaleco \$3/R2 -
a.k.a. **Denryuu Iralra Bou Returns (Japan)**
Developed by Saurus. Based on the Japanese game show. Multiplayer adapter and Mouse compatible. Released 2/1/1999. #SLUS-000775.
- ❑ Italian Job, The** Rockstar Games \$5/R1 +
Designed by Chris Butler. Developed by Pixelogic. Based on the movie (the old Michael Caine version, not the 2003 version with all the funky Mini-Coopers). EASTER EGGS: To unlock all of the missions, go to the main menu and press Triangle, Triangle, Circle, Triangle, Circle, Triangle, Square, Triangle, Square, Triangle. Released 4/2/2004. #SLUS-01457.
- ❑ Jackie Chan: Stuntmaster** Midway \$7/R3
Designed by Galan Atkin, Mike Skupa, Tom Rademacher. Developed by Radical Entertainment. Released 1/1/2000. #SLUS-00684.
- ❑ Jade Cocoon: Story of the Crave** \$5/R1
Tamamayu
a.k.a. **Tamamayu Monogatari (Japan)**
Developed by Genki. Character designs by Hayao Miyazaki. Released 7/1/1999. #SLUS-00854.
- ❑ Jarrett and Labonte Stock** Activision \$5/R3
Car Racing
a.k.a. **WTC: World Touring Cars (Japan)**
Developed by Codemasters. #SLUS-01139.
- ❑ Jeopardy!** Hasbro Interact \$8/R3
Multiplayer adapter compatible. Released 12/1/1998. #SLUS-00682.
- ❑ Jeopardy! 2nd Edition** Hasbro Interact \$10/R4
Multiplayer adapter compatible. Released 9/1/2000. #SLUS-01173.
- ❑ Jeremy McGrath Supercross** Acclaim \$2/R1
2000
Released 7/1/2000. #SLUS-00832.
- ❑ Jeremy McGrath Supercross** Acclaim \$1/R1
'98
Also available in the "Greatest Hits" packaging. Released 5/1/1998. #SLUS-00479.
- ❑ Jersey Devil** Sony \$12/R5
Developed by Behaviour. Released 5/1/1998. #SCUS-94907.
- ❑ Jet Moto** Sony \$6/R1
Developed by SingleTrac. Also available in the "Greatest Hits" packaging. EASTER EGGS: How about unlocking all of those tracks? At the "Options" menu, set the difficulty to "Amateur" and set the trophy presenter option to "Male". Press Start: when the yellow highlight appears on the menu at the bottom of the title screen, press Up, Right, Down, Left, Up, Right, Down, Left. Next, choose "Options" again and set the difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press Start again; when the main menu reappears, press Up, Left, Down, Right, Up, Left, Down, Right. Good to go. Released 11/1/1996. #SCUS-94309.
- ❑ Jet Moto 2** Sony \$3/R1 +
Developed by SingleTrac. Also available in the "Greatest Hits" packaging. Released 11/1/1997. #SCUS-94167.
- ❑ Jet Moto 3** 989 Studios \$6/R1
Developed by 989 Studios. Released 8/1/1999. #SCUS-94555.
- ❑ Jigsaw Madness** XS Games \$10/R2
#SLUS-01509.
- ❑ Jimmy Johnson's VR** Interplay \$1/R3
Football '98
Developed by GameTek. Multiplayer adapter compatible. Released 9/1/1997. #SLUS-00500.
- ❑ Jimmy White's 2: Cueball** bam! \$5/R2
Developed by Awesome Developments. Besides pool, also features checkers, slots, snooker, darts, and a video game called "Dropzone." Released 11/1/2000. #SLUS-01313.
- ❑ Johnny Bazoookatone** US Gold \$1/R3
a.k.a. **Johnny Bazooka (Japan)**
Developed by ARC Developments. Also available in "long box" packaging. Released 2/1/1996. #SLUS-00194.
- ❑ JoJo's Bizarre Adventure** Capcom \$10/R4
Based on the 1998 Capcom coin-op. Released 3/1/2000. #SLUS-01060.
- ❑ Judge Dredd** Activision \$7/R3
Designed by Jim Tebbutt. Developed by Gremlin. Based on the 1995 Sylvester Stallone action/sci-fi movie, which was in turn based on a long-running DC comic book series. Compatible with the GunCon. Based on the comic book, not the movie. Light Gun compatible. Released 3/1/1998. #SLUS-00630.
- ❑ Juggernaut** Jaleco \$5/R5
Developed by Tonkin House. A 3-CD set. Released 9/1/1999. #SLUS-00894/00988-9.
- ❑ Jumping Flash!** Sony \$7/R3 +
Developed by Exact. Available in "long box" packaging. Released 11/1/1995. #SCUS-94103.
- ❑ Jumping Flash! 2: Big Trouble in Little Muu** Sony \$10/R4 +
Developed by Exact. Released 7/1/1996. #SCUS-94108.
- ❑ JumpStart Wildlife Safari** Knowledge \$5/R4
Field Trip
Adven
Developed by Dice Canada. Multiplayer adapter compatible. Released 10/1/2004. #SLUS-01383.
- ❑ Jungle Book, The: Rhythm 'n Groove (Disney's)** Ubi Soft \$10/R4
Developed by Ubi Soft. Also available packaged with a dance pad. To fully appreciate this game you should play it with one of the many dance pad controllers. Released 11/1/2000. #SLUS-01278.
- ❑ Jupiter Strike** Acclaim \$2/R5
a.k.a. **Zeitgeist (Japan)**
Developed by Taito. Available in "long box" packaging. Released 11/1/1995. #SLUS-00177.
- ❑ Jurassic Park: The Lost World** Electronic Arts \$5/R2
a.k.a. **Lost World, The: Jurassic Park**
Developed by Dreamworks. Also available in the "Greatest Hits" packaging, as "Jurassic Park: The Lost World Special Edition." Released 7/1/1997. #SLUS-00515.
- ❑ Jurassic Park: The Lost World Special Edition** Electronic Arts \$5/R1
Developed by Dreamworks. "Greatest Hits" version of Jurassic Park: The Lost World.
- ❑ Jurassic Park: WarPath** Electronic Arts \$6/R3
Developed by Dreamworks. Released 11/1/1999. #SLUS-00976.
- ❑ K-1 Grand Prix** Jaleco \$5/R6
Developed by Xing. Released 1/1/2000. #SLUS-00941.
- ❑ K-1 Revenge** Jaleco \$7/R5
Developed by Xing. Released 2/1/1995. #SLUS-00766.
- ❑ K-1 The Arena Fighters** T*HQ \$3/R2

Designed by Takenori Tanaka, T Mutsuga. Developed by Xing.
Released 3/1/1997. #SLUS-00414.

❑ **K9.5: Live in Airedale** **Lightspan** **\$6/R8**
Developed by Lightspan.

❑ **K9.5: The Hollywood Premiere** **Lightspan** **\$6/R8**
Developed by Lightspan.

❑ **K9.5: The Tail-Wag Tour** **Lightspan** **\$6/R8**
Developed by Lightspan.

❑ **K9.5: We are the Dogs** **Lightspan** **\$6/R8**
Developed by Lightspan.

❑ **K9.5: WebTunes** **Lightspan** **\$6/R8**
Developed by Lightspan.

❑ **Kagero: Deception II** **Tecmo** **\$10/R4**
a.k.a. Castle of Deception (original name)
Developed by Tecmo. The second game in the "Tecmo's Deception" series. Released 9/1/1998. #SLUS-00677.

✎ **Kartia: The Word of Fate** **Atlus** **\$15/R4**
a.k.a. Rebus (Japan)
Developed by Atlus. Released 7/1/1998. #SLUS-00631.

❑ **KazMania: Chaos in KazMania** **Lightspan** **\$6/R8**
Developed by Lightspan.

❑ **KazMania: Trail of Gems** **Lightspan** **\$6/R8**
Developed by Lightspan.

❑ **Kensei: Sacred Fist** **Konami** **\$10/R5**
Developed by Konami. Released 12/1/1998. #SLUS-00600.

❑ **Kickboxing** **Tommo** **\$5/R5**
Developed by Agetec/A1 Games. Released 2/2/2004. #SLUS-01412.

❑ **Kileak: The DNA Imperative** **Sony** **\$1/R5**
a.k.a. Kileak: The Blood (Japan, Europe)
Developed by Genki. Available in "long box" packaging. LANDMARK: This was a launch title in the US. Released 8/1/1995. #SCUS-94102.

❑ **Killer Loop** **Crave** **\$2/R2**
Developed by VCC/PEB. Released 9/1/1999. #SLUS-00938.

❑ **Killing Zone** **Acclaim** **\$3/R5 -**
Developed by Naxat Soft. Released 7/1/1996. #SLUS-00369.

❑ **King of Fighters '95, The** **SNK** **\$12/R3**
Based on the 1995 SNK coin-op. This was the first Neo-Geo game converted for PlayStation. Released 8/1/1996. #SCUS-94205.

❑ **King of Fighters '99, The: Millennium Battle** **SNK** **\$5/R1**
Based on the 1999 SNK coin-op. Released 1/1/2004. #SLUS-01332.

❑ **King's Field** **ASCII** **\$8/R2**
a.k.a. King's Field II (Japan)
Developed by From Software. Also available in "long box" packaging. The jewel case version also came with a calling card. Released 2/1/1996. #SLUS-20318.

❑ **King's Field II** **ASCII** **\$8/R3**
Designed by Eichi Hasegawa, Toshio Shimada, Hiroyuki Arai, Akinori Kaneo. Developed by From Software. Released 11/1/1996. #SLUS-00255.

❑ **Kingsley's Adventure** **Psygnosis** **\$15/R5**
Developed by Psygnosis. Released 8/1/1999. #SCUS-00801.

❑ **KISS Pinball** **Take2 Interact** **\$5/R1**
Developed by Tarantula Studios. Includes two boards (Last Stop: Oblivion and Netherworld). Not sure what went wrong here but it's by far the worst-looking of all the PlayStation pinball sims, and the physics are simply "unearthly." Stranger still, there is NO Kiss music in the game. Released 5/1/2004. #SLUS-01366.

❑ **Klonoa: Door to Phantomile** **Namco** **\$25/R6**
a.k.a. Kaze no Klonoa (Japan), Klonoa (Europe)
Developed by Namco. Released 6/1/1998. #SLUS-00585.

❑ **Knockout Kings** **Electronic Arts** **\$1/R1**
Developed by EA Sports. Released 12/1/1998. #SLUS-00737.

❑ **Knockout Kings 2000** **Electronic Arts** **\$1/R1**
Developed by EA Sports. Released 12/1/1999. #SLUS-00993.

❑ **Knockout Kings 2001** **Electronic Arts** **\$5/R1**
Developed by EA Sports. EASTER EGGS: Enter one of these as your name in career mode for interesting results! "BABY", "CLOWN", "EYE" "GORE" or "BULLDOG" to unlock weird characters, or try "BAW" for black and white mode, "SEPIA" for sepia-tone mode, or the ultimate "INVINCIBLE" to destroy your competitors. Released 9/1/2000. #SLUS-01269.

❑ **Konami Arcade Classics** **Konami** **\$16/R5**
a.k.a. Konami 80's Arcade Gallery (Japan)
Developed by Konami. Compilation containing Konami coin-op classics Pooyan, Circus Charlie, Shao-Lin's Road, Roc 'N Rope, Yie-Ar Kung Fu, Scramble, Road Fighter, Super Cobra, Time Pilot, and Gyruss. Released 12/1/1999. #SLUS-00945.

❑ **Koudelka** **Infogrames** **\$8/R1**
Developed by Sacnoth. A 4-CD set. Released 2/1/2000. #SLUS-01051/01100-1-2.

❑ **Krazy Ivan** **Psygnosis** **\$1/R3**
Developed by Psygnosis. Available in "long box" packaging. Supports multiple-system linking. Released 2/1/1996. #SCUS-94303.

❑ **Kurt Warner's Arena Football Unleashed** **Midway** **\$6/R3 -**
Multiplayer adapter compatible. Released 4/1/2000. #SLUS-01125.

❑ **Land Before Time, The: Big Water Adventure** **TDK** **\$5/R2**
Developed by Digital Illusions.

❑ **Land Before Time, The: Great Valley Racing Adventure** **TDK** **\$5/R2**
Developed by Vision Scape International. Released 6/1/2004. #SLUS-01213.

❑ **Land Before Time, The: Return to the Great Valley** **TDK** **\$9/R1**
Developed by Sound Source. Released 8/1/2000. #SLUS-01043.

❑ **Largo Winch //Commando** **Ubi Soft** **\$5/R3 - SAR**
Designed by Alex Moore, Giles Hitchcock, Crispian Daniels. Developed by Rebellion. Based on the French television show. Released 1/2/2004. #SLUS-01441.

✎ **Legacy of Kain: Soul Reaver** **Eidos** **\$10/R1**
Developed by Crystal Dynamics. Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Released 7/1/1999. #SLUS-00708.

❑ **Legend of Dragoon, The** **Sony** **\$6/R1**
Developed by Sony. A 4-CD set. Also available in the "Greatest

Hits" packaging. Released 7/1/2000. #SLUS-94491/94584-6.

- ☐ **Legend of Legaia** Sony \$15/R1
Developed by Contrail. Also available in the "Greatest Hits" packaging. Released 3/1/1999. #SCUS-94254.

- ☒ **Legend of Mana** Squaresoft \$21/R2
a.k.a. Seiken Densetsu: Legend of Mana (Japan)
Developed by Squaresoft, also known as "Square" and "SquareEnix". Released 5/1/2000. #SLUS-01013.

- ☒ **Lego Island 2: The Brickster's Revenge** Lego Media \$7/R3
Developed by Silicon Dreams. Released 4/1/2004. #SLUS-01246.

- ☐ **Lego Racers** Lego Media \$6/R3
Released 12/1/1999. #SLUS-00581.

- ☐ **Lego Rock Raiders** Lego Media \$6/R3
Released 6/1/2000. #SLUS-00937.

- ☐ **Lemmings & Oh No, More Lemmings** Psygnosis \$10/R4
Mouse compatible. Released 9/1/1998. #SLUS-00760.

- ☐ **Lemmings 3D** Psygnosis \$10/R4
Available in "long box" packaging. Mouse compatible. Released 11/1/1995. #SCUS-94601.

- ☐ **Lethal Enforcers 1 & 2** Konami \$15/R5
a.k.a. Lethal Enforcers Deluxe Pack (Japan)
Developed by Konami. Based on the 1993/1994 Konami coin-op. Not compatible with the GunCon. Light Gun compatible. Released 6/1/1997. #SLUS-00293.

- ☐ **Lilo & Stitch (Disney's)** Sony \$5/R2
Developed by Blitz Games. Based on the movie. Released 6/2/2004. #SCUS-94646.

- ☐ **Lion King, The: Simba's Mighty Adventure (Disney)** Activision \$5/R2
Designed by Clive Burdon. Developed by Torus Games. Also available in the "Collector's Edition" packaging. Based on the movie. Released 12/1/2000. #SLUS-01282.

- ☐ **Liquid Books: Amrita's Tree** Lightspan \$6/R8
Credito and the Coyote
Developed by Lightspan.

- ☐ **Liquid Books: Far-Fetched Frontier Tales** Lightspan \$6/R8
Developed by Lightspan.

- ☐ **Liquid Books: Lety's Favorite Stories** Lightspan \$6/R8
Developed by Lightspan.

- ☐ **Liquid Books: Pop-Out Prose** Lightspan \$6/R8
Developed by Lightspan.

- ☐ **Liquid Books: The Adventures of Adelita and Bo** Lightspan \$6/R8
Developed by Lightspan.

- ☐ **Liquid Books: The Wandering Path** Lightspan \$6/R8
Developed by Lightspan.

- ☐ **Little Mermaid II, The (Disney's)** T*HQ \$5/R2
Developed by Blitz Games. Based on the movie. Released 9/1/2000. #SLUS-01286.

- ☒ **Loaded** Interplay \$2/R3
a.k.a. Blood Factory (Japan)

Developed by Gremlin. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. Programmed with French translation. Released 12/1/1995. #SLUS-00076.

- ☐ **Lode Runner** Natsume \$8/R5
a.k.a. Lode Runner: The Legend Returns
The game is packaged as "2 in 1": Lode Runner Returns and Lode Runner Extra, but it's merely a marketing gimmick. Released 3/1/1998. #SLUS-00557.

- ☐ **Looney Tunes Racing** Infogrames \$12/R3
Released 11/1/2000. #SLUS-01145.

- ☐ **Looney Tunes Sheep Raider** Infogrames \$8/R2
a.k.a. Sheep, Dog, 'n Wolf (Europe)
Developed by Infogrames. Released 5/1/2001. #SLUS-01369.

- ☐ **Lucky Luke** Infogrames \$7/R5
Developed by Infogrames. Released 10/1/1998. #SLUS-00719.

- ☐ **Lunar 2: Eternal Blue** Working Designs \$25/R1
Developed by Game Arts. A 3-CD set. Comes with a map, a soundtrack CD, mini-standee figures, a pendant, and a hardware manual all bound together in a slipcase. Has two different disc label variations. #SLUS-01071A/01239A/40A / SLUS-01071B/01239B/40B (Alternate).

- ☐ **Lunar: Silver Star Story "Fan Edition"** Working Designs \$20/R1
Developed by Game Arts. A 2-CD set. Same as the Complete edition, but without the goodies. Also features different artwork on the discs created by fans of the game. #SLUS-00628D/00899D.

- ☐ **Lunar: Silver Star Story Complete** Working Designs \$30/R1
Developed by Game Arts. A 2-CD set. Comes with a cloth map, soundtrack CD, a "making of" CD, and a hardware manual, all packaged in a slipcase cover. Has four disc label variations. EASTER EGGS: Hey, they had a mini-game in the "Making of" disk! As soon as the video begins to play, press Up, Down, Left, Right, Triangle, Start. You'll access an 8-player mini-game similar to the classic Warlords. Released 8/1/1999. #SLUS-00628/00899/00921.

- ☐ **M&M's Shell Shocked** Berkeley System \$5/R2
#SLUS-01306.

- ☐ **Machine Head** Eidos \$3/R3
a.k.a. Blam! Machine Head (Europe, Japan)
Designed by Richard Morton, Andrew Sandham, Stuart Atkinson, Dan Scott. Developed by Core Design. Released 10/1/1996. #SLUS-00383.

- ☐ **Machine Hunter** MGM Interactive \$2/R5
Developed by Eurocom. Released 8/1/1997. #SLUS-00470.

- ☐ **Madden 2000** Electronic Arts \$1/R1
Developed by Tiburon. Multiplayer adapter compatible. Released 8/1/1999. #SLUS-00961.

- ☐ **Madden 2001** Electronic Arts \$1/R1
Developed by Tiburon. Multiplayer adapter compatible. Released 8/1/2000. #SLUS-01241.

- ☐ **Madden 2002** Electronic Arts \$5/R1
Developed by Tiburon. Also available in the "Collector's Edition" packaging. Multiplayer adapter compatible. #SLUS-01402.

- ☐ **Madden 2003** Electronic Arts \$7/R1
Developed by Tiburon. Multiplayer adapter compatible. #SLUS-01482.

- ☐ **Madden 2004** Electronic Arts \$10/R1
Developed by Tiburon. Multiplayer adapter compatible.

- Madden '97** **Electronic Arts** **\$1/R1**
Developed by Tiburon. Includes an "Offensive/Defensive Play Poster." Multiplayer adapter compatible. Released 8/1/1996. #SLUS-00018.
- Madden '98** **Electronic Arts** **\$1/R1**
Developed by Tiburon. Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 8/1/1997. #SLUS-00516.
- Madden '99** **Electronic Arts** **\$1/R1**
Developed by Tiburon. This is the first game in the series that features 3D polygons instead of sprites. Multiplayer adapter compatible. Released 8/1/1998. #SLUS-00729.
- Magic Carpet** **Electronic Arts** **\$10/R7**
Developed by Bullfrog. Also available in "long box" packaging. The Jewel case version appears to be rarer. Released 3/1/1996. #SLUS-00029.
- Magic the Gathering: Battleground** **Acclaim** **\$12/R5**
Developed by Realtime Associates. Based on the best-selling collectible card game, but unfortunately it plays more like an action game instead of a strategy game. Released 9/1/1997. #SLUS-00247.
- Marble Master** **Conspiracy** **\$10/R1**
Designed by Hermann Jahnke, Hans-Arno Wegner, Dirk Bialluch, Carsten Stolpmann. Developed by Red Cap Software. Released 7/1/2002. #SLUS-01471.
- Mars Moose Cosmic Quest 1: City Sights** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Mars Moose Cosmic Quest 2: Fairy Tale Island** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Mars Moose Cosmic Quest 3: Race Through France** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Mars Moose Stay & Play 1: In the Clubhouse** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Mars Moose Stay & Play 2: In Mars' Bedroom** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Mars Moose Stay & Play 3: In Lonnie's Classroom** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Mars Moose Walkabout 1: The Natural History Museum** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Mars Moose Walkabout 2: The Shakespeare Festival** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Mars Moose Walkabout 3: World Sports Day** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Martian Gothic: Unification** **Take2 Interact** **\$10/R1**
Developed by Creative Reality. Early ads for this game show completely different cover art. Released 11/1/2001. #SLUS-01148.
- Marvel Super Heroes** **Capcom** **\$14/R3**
Developed by Capcom. Based on the 1995 Capcom coin-op. Also available in the "Fighter's Edge" packaging. Fighting/Tournament Style. Released 9/1/1997. #SLUS-00257.
- Marvel Super Heroes Vs. Street Fighter** **Capcom** **\$20/R4**
Developed by Capcom. Based on the 1997 Capcom coin-op. Fighting/Tournament Style. Released 2/1/1999. #SLUS-00793.
- Marvel vs. Capcom: Clash of Super Heroes** **Capcom** **\$20/R4**
Developed by Capcom. Fighting/Tournament Style. Released 1/1/2000. #SLUS-01059.
- Mary-Kate and Ashley: Crush Course** **Acclaim** **\$12/R4 -**
Developed by n-Space. Released 11/1/2001. #SLUS-01386.
- Mary-Kate and Ashley: Magical Mystery Mail** **Acclaim** **\$10/R4 -**
Released 10/1/2000. #SLUS-01121.
- Mary-Kate and Ashley: Winner's Circle** **Acclaim** **\$12/R4 -**
Released 3/1/2001. #SLUS-01362.
- Mass Destruction** **ASC Games** **\$1/R3**
Developed by NMS Software. Released 11/1/1997. #SLUS-00462.
- Master of Monsters: Disciples of Gaia** **ASCII** **\$7/R3**
Developed by Toshiba. Multiplayer adapter compatible. Released 12/1/1998. #SLUS-00595.
- Mat Hoffman's Pro BMX** **Activision** **\$6/R1**
Developed by Shaba Games. Also available in the "Greatest Hits" packaging. Released 5/1/2001. #SLUS-01113.
- Math Gallery Collection 1** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Math Gallery Collection 2** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Math on the Move!: Addition/Subtraction Advanced** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Math on the Move!: Addition/Subtraction Intermediate** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Math on the Move!: Multiplication/Division Advanced** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Math on the Move!: Multiplication/Division Intermediate** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Maximum Force** **Midway** **\$10/R5**
Developed by Midway. Light Gun compatible. Released 10/1/1997. #SLUS-00503.
- MDK** **Playmates** **\$4/R2**
Designed by Nick Bruty. Developed by Neversoft. One of only two games that has native support for the ASCII Sphere controller. Released 11/1/1997. #SLUS-00426.
- MechWarrior II** **Activision** **\$8/R4**
Developed by Quantum Factory. Dualstick compatible (and

recommended). EASTER EGGS: We love an invincible mech. So will you. Use this as your password: "#<XO/A><UZ". Released 3/1/1997. #SLUS-00401.

-  **Medal of Honor** **Electronic Arts** **\$7/R1 +**
Developed by Dreamworks. Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. EASTER EGGS: There are tons of codes for this game, we like the passwords "BADCOPSHOW" which gives you unlimited ammo and "TRACERON" which put the game in a weird wire-frame mode the best. Released 11/1/1999. #SLUS-00974.
-  **Medal of Honor: Underground** **Electronic Arts** **\$7/R1 +**
Developed by Dreamworks. Also available in the "Greatest Hits" packaging. EASTER EGGS: EA made it a little easier on code junkies with this one, three codes that when used in succession unlock everything: Start by entering "ENTREZVOUS" as your password, then enter "PORTECLEFS" to unlock everything except Panzerknacker Unleashed and "LEMONSTRE" to unlock Panzerknacker Unleashed. Released 10/1/2000. #SLUS-01270.
-  **MediEvil** **Sony** **\$7/R1**
Developed by Sony. Released 10/1/1998. #SCUS-94227.
-  **MediEvil II** **Sony** **\$8/R3**
Developed by Sony. Released 5/1/2000. #SCUS-94564.
-  **Mega Man 8** **Capcom** **\$10/R2**
a.k.a. Rockman 8 (Japan)
Developed by Capcom. "Greatest Hits" version of Mega Man 8: Anniversary Edition.
-  **Mega Man 8: Anniversary Collector's Edition** **Capcom** **\$25/R4**
a.k.a. Rockman 8 (Japan)
Developed by Capcom. Includes an extra "Anthology Booklet" and features different artwork from the regular Anniversary Edition. Released 3/1/1997. #SLUS-00453.
-  **Mega Man 8: Anniversary Edition** **Capcom** **\$18/R3**
a.k.a. Rockman 8 (Japan)
Developed by Capcom. Also available in the "Greatest Hits" packaging as "Mega Man 8." Released 3/1/1997. #SLUS-00453.
-  **Mega Man Legends** **Capcom** **\$10/R2**
a.k.a. Rockman Dash (Japan)
Developed by Capcom. Also available in the "Greatest Hits" packaging. Released 9/1/1998. #SLUS-00603.
-  **Mega Man Legends 2** **Capcom** **\$10/R3**
a.k.a. Rockman Dash 2 (Japan)
Developed by Capcom. Released 10/1/2000. #SLUS-01140.
-  **Mega Man X4** **Capcom** **\$8/R2**
a.k.a. Rockman X4 (Japan)
Developed by Capcom. Also available in the "Greatest Hits" packaging. Released 11/1/1997. #SLUS-00561.
-  **Mega Man X5** **Capcom** **\$12/R3**
a.k.a. Rockman X5 (Japan)
Developed by Capcom. Released 1/1/2001. #SLUS-01334.
-  **Mega Man X6** **Capcom** **\$10/R3**
a.k.a. Rockman X6 (Japan)
Developed by Capcom. Released 12/1/2001. #SLUS-01395.
-  **Men In Black The Series: Crashdown** **Infogrames** **\$6/R3**
Developed by Runecraft. Based on the animated series, which was

in turn based on the movie series. Released 11/1/2001. #SLUS-01387.

-  **Metal Gear Solid** **Konami** **\$6/R1 +**
Designed by Hideo Kojima. Developed by Konami. A 2-CD set. Also available in the "Greatest Hits" packaging. Released 9/1/1998. #SLUS-00594/00776.
-  **Metal Gear Solid VR Missions** **Konami** **\$3/R1**
a.k.a. Metal Gear Solid Integral (Japan), Metal Gear Solid: Special Mission Pack
Designed by Hideo Kojima. Developed by Konami. Released 10/1/1999. #SLUS-00957.
-  **Metal Slug X** **Agetec** **\$21/R3 +**
Developed by SNK. Based on the 1999 SNK coin-op. Released 4/1/2001. #SLUS-01212.
-  **Michelin Rally Masters: Race of Champions** **Infogrames** **\$5/R4**
Released 9/1/2000. #SLUS-01229.
-  **Micro Machines V3** **Midway** **\$15/R5 +**
Multiplayer adapter compatible. EASTER EGGS: To unlock all of the tracks in multiplayer mode, simply enter your name as "GIMMEALL". Released 12/1/1997. #SLUS-00559.
-  **Mike Tyson Boxing** **Codemasters** **\$1/R1**
a.k.a. Prince Naseem Boxing (Europe)
Released 11/1/2000. #SLUS-01162.
-  **Miracle Space Race** **Mud Duck** **\$5/R2**
-  **Misadventures of Tron Bonne, The** **Capcom** **\$10/R3**
a.k.a. Tron Ni Kobun (Japan)
Developed by Capcom. A spin-off from the Mega Man series. Released 2/1/2000. #SLUS-00896.
-  **Miss Spider's Tea Party** **Simon&Schuster** **\$7/R3**
Developed by Hypnotix. Released 11/1/2000. #SLUS-01123.
-  **Missile Command** **Hasbro Interact** **\$3/R1**
Developed by Rainbow Studios. Based on the 1980 Atari coin-op. Original arcade game designed by Dave Theurer. Released 12/1/1999. #SLUS-00992.
-  **Mission: Impossible** **Infogrames** **\$3/R1**
Developed by Infogrames. Based on the movie, but no Tom Cruise. Damn! Released 11/1/1999. #SLUS-01016.
-  **MLB 2000** **989 Studios** **\$4/R1**
Developed by 989 Sports. Released 3/1/1999. #SCUS-94359.
-  **MLB 2001** **989 Studios** **\$2/R1**
Developed by 989 Sports. Released 4/1/2000. #SCUS-94478.
-  **MLB 2002** **989 Studios** **\$2/R1**
Developed by 989 Sports. Released 5/1/2001. #SCUS-94638.
-  **MLB 2003** **989 Studios** **\$2/R1**
Developed by 989 Sports. Released 6/1/2002. #SCUS-94653.
-  **MLB 2004** **Sony** **\$10/R1**
Developed by 989 Sports. Released 4/1/2003. #SCUS-94689.
-  **MLB 2005** **Sony** **\$15/R2**
Developed by 989 Sports. Released 3/1/2004. #SCUS-94692.
-  **MLB '98** **Sony** **\$3/R1**
Designed by Scott Murray. Released 7/1/1997. #SCUS-94170.
-  **MLB '99** **989 Studios** **\$3/R1**
Developed by 989 Sports. Released 4/1/1998. #SCUS-94233.

- ☐ **MLB Pennant Race** Sony \$3/R3
Released 10/1/1996. #SCUS-94507.
- ☐ **Mobil 1 Rally Championship** Electronic Arts \$8/R4
Released 3/1/2000. #SLUS-01103.
- ☐ **Mobile Armor** Tommo \$10/R3
Released 10/1/2002.
- ☐ **Mobile Light Force** XS Games \$10/R2
a.k.a. Gunbird (Japan)
Developed by Psikyo. This game was originally released in Japan in 1995!
- ☐ **Mona & Moki: Drive Me Wild** Lightspan \$6/R8
Developed by Lightspan.
- ☐ **Mona & Moki: Drive Me Wilder** Lightspan \$6/R8
Developed by Lightspan.
- ☐ **Monaco Grand Prix** Ubi Soft \$6/R5
a.k.a. Racing Simulator: Monaco Grand Prix (Europe)
Developed by Ubi Soft. Supports multiple-system linking. Released 7/1/1999. #SLUS-00834.
- ☐ **Monkey Hero** Take2 Interact \$6/R3
Developed by Blam!. Released 2/1/1999. #SLUS-00765.
- ☐ **Monkey Magic** Sunsoft \$17/R5
Developed by Electro Source. Released 12/1/1999. #SLUS-00930.
- ☐ **Monopoly** Hasbro Interact \$5/R1
Developed by Gremlin Interactive. Also available in the "Greatest Hits" packaging. Mouse compatible and multi-player adapter compatible. Released 11/1/1997. #SLUS-00507.
- ☐ **Monster Bass!** XS Games \$10/R2
- ☐ **Monster Rancher** Tecmo \$15/R5
a.k.a. Monster Farm (Japan)
Developed by Tecmo. A neat concept: Pop in ANY CD into your PlayStation to find the monsters living within. Put those N'SYNC CD's you've been hiding to good use. Released 11/1/1997. #SLUS-00568.
- ☐ **Monster Rancher 2** Tecmo \$8/R3
a.k.a. Monster Farm 2 (Japan)
Developed by Tecmo. Released 9/1/1999. #SLUS-00917.
- ☐ **Monster Rancher Battlecard** Tecmo \$8/R4
Ep. II
Developed by Tecmo. Where's Episode I? Check Japan. Released 8/1/2000. #SLUS-01178.
- ☐ **Monster Rancher Hop-a-Bout** Tecmo \$7/R3
a.k.a. Monster Farm Jump (Japan)
Developed by Tecmo. Released 11/1/2000. #SLUS-01325.
- ☒ **Monsters, Inc. Scream Team** Sony \$3/R1
(Disney/PIXAR)
a.k.a. Monsters, Inc. (Japan, Europe)
Developed by A2M. Also available in the "Greatest Hits" packaging. Based on the movie. Released 10/1/2001. #SCUS-94635.
- ☐ **Monsterseed** Sunsoft \$3/R3
Released 4/1/1999. #SLUS-00473.
- ☐ **Mort the Chicken** Crave \$4/R3
a.k.a. Mortimer the Chicken (Europe)
Developed by AndNow. Released 10/1/2000. #SLUS-01021.
- ☐ **Mortal Kombat 3** Midway \$13/R3
Based on the 1995 Midway coin-op. Also available in "long box" packaging. The jewel case version is a bit tougher to find. EASTER EGGS: Ah, the famous "Killer Kodes". Let's turn them on. During the opening demo, quickly press X, Circle, Triangle, R1, R1, R2, R2, R1, R1. You'll hear "You will never win." Now press Start: when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu. Released 9/1/1995. #SLUS-01126.
- ☐ **Mortal Kombat 4** Midway \$6/R1
Developed by Eurocom. Based on the 1997 Midway coin-op. Also available in the "Greatest Hits" packaging. Released 6/1/1998. #SLUS-00605.
- ☐ **Mortal Kombat Mythologies: Sub-Zero** Midway \$5/R2
Developed by Avalanche. Features a preview of Mortal Kombat 4. Beat both games in order to get the full story behind the plot. Released 10/1/1997. #SLUS-00476.
- ☐ **Mortal Kombat Trilogy** Midway \$4/R1
Developed by Avalanche. Also available in the "Greatest Hits" packaging. EASTER EGGS: You definitely want to get to the hidden cheat menu. Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "???" menu at the Options screen. Among the many cheats, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease by pressing one of the following buttons when the words "Finish Him" (or "Her") appear: Triangle - Fatality 1, Circle - Fatality 2, L2 - Animality, R1 - Friendship, Square - Brutality. Released 10/1/1996. #SLUS-00330.
- ☐ **Mortal Kombat: Special Forces** Midway \$5/R3
Developed by Midway. #SLUS-00824.
- ☐ **Moto Racer** Infogrames \$1/R1
Developed by Delphine Studios. Released 10/1/1997. #SLUS-00498.
- ☐ **Moto Racer 2** Infogrames \$2/R1
Developed by Delphine Studios. Released 11/1/1998. #SLUS-00738.
- ☐ **Moto Racer World Tour** Infogrames \$2/R1
Developed by Delphine Studios. Released 11/1/2000. #SLUS-01321.
- ☐ **Motocross Mania** Take2 Interact \$4/R2
Designed by Mehmet Akten. Developed by Deibus Studios. Racing/Motocross/Cycle. Released 7/1/2001. #SLUS-01357.
- ☐ **Motocross Mania 2** Take2 Interact \$5/R2
Developed by Alpine Studios.
- ☐ **Motor Toon Grand Prix** Sony \$20/R7 +
Contains a hidden test model of Gran Turismo! Supports multiple-system linking. Released 10/1/1996. #SCUS-94355.
- ☐ **Motorhead** Fox Interactive \$4/R3
Developed by Digital Illusions. Released 11/1/1998. #SLUS-00717.
- ☐ **Mr. Driller** Namco \$10/R5 +
Based on the 1999 Namco coin-op. Released 8/1/2000. #SLUS-01111.
- ☐ **Ms. Pac-Man Maze Madness** Namco \$5/R2
Developed by Namco. Multiplayer adapter compatible. Released 10/1/2000. #SLUS-01018.

- MTV Music Generator** **Codemasters** **\$15/R5**
a.k.a. **Music 2000 (Europe)**, **MTV Jams (early name)**
Developed by Jester Interactive. Mouse compatible and multiplayer adapter compatible. Released 12/1/1999. #SLUS-01006.
- MTV Sports: Pure Ride** **T*HQ** **\$5/R3**
Developed by Radical Entertainment. Released 10/1/2000. #SLUS-01231.
- MTV Sports: Skateboarding** **T*HQ** **\$3/R2**
Featuring Andy MacDonald
Developed by Radical Entertainment. EASTER EGGS: Unlock everything. Now, at the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle." Released 10/1/2000. #SLUS-01232.
- MTV Sports: Snowboarding** **T*HQ** **\$3/R2**
a.k.a. **MTV Boarder 2000**
Designed by Rob Davison, Stephen Friesen, Paul Raymond, Steve Weber. Developed by Radical Entertainment. Released 11/1/1999. #SLUS-00990.
- MTV Sports: T.J. Lavin's Ultimate BMX** **T*HQ** **\$3/R2**
Developed by Radical Entertainment. Released 3/1/2001. #SLUS-01233.
- MTV's Celebrity Death Match** **Gotham Games** **\$10/R3**
Developed by Big Ape. #SLUS-01453.
- Mulan (Disney's Story Studio)** **NewKidCo** **\$5/R3**
Released 12/1/1999. #SLUS-01038.
- Mummy, The** **Konami** **\$10/R3**
a.k.a. **Hamunaptra (Japan)**
Developed by Rebellion. Based on the movie. Released 11/1/2000. #SLUS-01187.
- Muppet Monster Adventure** **Midway** **\$8/R5**
Developed by Traveller's Tales. Released 11/1/2000. #SLUS-01238.
- Muppet Race Mania** **Midway** **\$6/R5**
Developed by Traveller's Tales. Released 10/1/2000. #SLUS-01237.
- My Disney Kitchen** **bam!** **\$5/R3**
a.k.a. **Mickey's Magical Kitchen**
#SLUS-01512.
- Myst** **Psygnosis** **\$15/R3**
Developed by SunSoft/Cyan. Original game designed by Rand Miller and Robyn Miller. Appeared on just about any system that could play CD-ROMs in the 1990's. A port of the classic PC game. Mouse compatible. Released 10/1/1996. #SCUS-94602.
- N20 Nitrous Oxide** **Fox Interactive** **\$3/R1**
Developed by Gremlin. Contains a good amount of the Crystal Method CD "Vegas" in the disc itself. Just pop it into a CD player and enjoy! EASTER EGGS: You can enjoy more of the game and Crystal Method's music when you have unlimited lives. Choose "Game Options" from the main menu, then select the "Enter Code" option and enter Circle X X Triangle Square Triangle Square Circle. Released 6/1/1998. #SLUS-00637.
- Nagano Winter Olympics '98** **Konami** **\$4/R3**
Multiplayer adapter compatible. Released 1/1/1998. #SLUS-00591.
- Namco Museum Vol. 1** **Namco** **\$5/R1**
Developed by Namco. Compilation containing Pac-Man, Galaga, Pole Position, Bosconian, Rally-X, New Rally-X and Toy Pop. Also available in the "Greatest Hits" packaging. Has three cover variations: A cover with a big letter "N," the "Greatest Hits" version, and the GH version without the GH logo. Released 6/1/1996. #SLUS-00215.
- Namco Museum Vol. 2** **Namco** **\$5/R1**
Developed by Namco. Compilation containing Namco coin-op classics Xevious, Gaplus, Super Pac-Man, Mappy, Grobda and Dragon Buster. Released 10/1/1996. #SLUS-00216.
- Namco Museum Vol. 3** **Namco** **\$5/R1**
Developed by Namco. Compilation containing Galaxian, Ms. Pac-Man, Pole Position II, Dig Dug, Phozon and The Tower of Draga. Also available in the "Greatest Hits" packaging. Has three cover variations: A cover with a big letter "M," the "Greatest Hits" version, and the GH version without the GH logo. Released 2/1/1997. #SLUS-00398.
- Namco Museum Vol. 4** **Namco** **\$5/R2**
Developed by Namco. Compilation containing Namco coin-op classics Assault, Pac-Land, The Return of Ishtar, Ordine and The Genji and the Heike Clans. EASTER EGGS: They hid Assault Plus in the game, you know. To get to it, enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold L1 + R1 + Triangle and press Up on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room. Released 7/1/1997. #SLUS-00416.
- Namco Museum Vol. 5** **Namco** **\$5/R2**
Developed by Namco. Compilation containing Namco coin-op classics Pac-Mania, Metrocross, Baraduke, Legend of Valkyrie and Dragon Spirit. Released 11/1/1997. #SLUS-00417.
- Nanotek Warrior** **Virgin** **\$2/R3**
Developed by Tetragon. Released 4/1/1997. #SLUS-00325.
- NASCAR 2000** **Electronic Arts** **\$7/R1**
Released 10/1/1999. #SLUS-00962.
- NASCAR 2001** **Electronic Arts** **\$2/R3**
- NASCAR '98** **Electronic Arts** **\$1/R1**
Developed by Stormfront. Also available in the "Greatest Hits" packaging. Soundtrack features Molly Hatchet. Released 10/1/1997. #SLUS-00521.
- NASCAR '98 Collector's Edition** **Electronic Arts** **\$10/R5**
Developed by Stormfront. Mostly the same as NASCAR '98, but includes Richard Petty as a selectable driver, Darlington raceway as a selectable track, and has a new intro and title screen. Also included a metal pendant attached to the front cover. Sold only in Wal-Mart stores. #SLUS-00647.
- NASCAR '99** **Electronic Arts** **\$2/R1**
Developed by Stormfront. Also available in the "Greatest Hits" packaging. Released 9/1/1998. #SLUS-00740.
- NASCAR '99 Legacy** **Electronic Arts** **\$10/R6**
Developed by Stormfront. Same as NASCAR '99 but packaged with a music CD. Also has a different cover.
- NASCAR Heat** **Hasbro Interact** **\$4/R1**
Developed by Monster Games.
- NASCAR Racing** **Sierra** **\$5/R3**
Released 12/1/1998. #SLUS-00374.
- NASCAR Rumble** **Electronic Arts** **\$6/R1**
Developed by EA Sports. Also available in the "Collector's Edition"

packaging. Released 2/1/2000. #SLUS-01068.

- NASCAR Thunder 2002** **Electronic Arts** **\$8/R1**
 Developed by EA Sports. Also available in the "Collector's Edition" packaging. Released 9/1/2002. #SLUS-01502.
- NASCAR Thunder 2003** **Electronic Arts** **\$10/R1**
 Developed by EA Sports.
- NASCAR Thunder 2004** **Electronic Arts** **\$15/R1**
 Developed by EA Sports.
- NBA 2Ball** **Sony** **\$100/R9**
 Given away at select NBA basketball games. Approximately 1000 were printed. The disc came in a slipcover and the disc itself has "Not for Sale" and "Sample Only" printed on it. #PSRM-009370.
- NBA Fastbreak '98** **Midway** **\$1/R3**
a.k.a. Hardwood Heroes (original title)
 Developed by Visual Concepts. Multiplayer adapter compatible. Released 11/1/1997. #SLUS-00492.
- NBA Hangtime** **Midway** **\$5/R3**
 Multiplayer adapter compatible. Released 7/1/1997. #SLUS-00329.
- NBA Hoopz** **Midway** **\$4/R5**
 Developed by Eurocom. Multiplayer adapter compatible. Released 2/1/2001. #SLUS-01331.
- NBA In the Zone** **Konami** **\$1/R3**
 Available in "long box" packaging. Multiplayer adapter compatible. Released 12/1/1995. #SLUS-00048.
- NBA In the Zone 2** **Konami** **\$6/R3**
 Multiplayer adapter compatible. Released 11/1/1996. #SLUS-00294.
- NBA In the Zone 2000** **Konami** **\$3/R5**
 Developed by Konami. Multiplayer adapter compatible. Released 1/1/2000. #SLUS-01028.
- NBA In the Zone '98** **Konami** **\$1/R2**
 Developed by Konami. Multiplayer adapter compatible. Released 1/1/1998. #SLUS-00445.
- NBA In the Zone '99** **Konami** **\$3/R3**
 Developed by Konami. Multiplayer adapter compatible. Released 4/1/1999. #SLUS-00791.
- NBA Jam Extreme** **Acclaim** **\$12/R5**
 Based on the 1996 Acclaim coin-op. Multiplayer adapter compatible. Released 11/1/1996. #SLUS-00388.
- NBA Jam Tournament Edition Acclaim** **\$10/R4**
 Developed by Iguana. Based on the 1993 Midway coin-op. Available in "long box" packaging. Multiplayer adapter compatible. LANDMARK: This was a launch title in the US and as such, it was also the very first arcade-to-home translation on the PlayStation. Released 9/1/1995. #SLUS-00002.
- NBA Live 2000** **Electronic Arts** **\$1/R1**
 Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/1999. #SLUS-00998.
- NBA Live 2001** **Electronic Arts** **\$1/R1**
 Developed by EA Sports. Multiplayer adapter compatible.
- NBA Live 2002** **Electronic Arts** **\$8/R1**
 Developed by EA Sports. Also available in the "Collector's Edition" packaging. Multiplayer adapter compatible. Released 11/1/2001. #SLUS-01416.
- NBA Live 2003** **Electronic Arts** **\$12/R1**
 Developed by EA Sports. Multiplayer adapter compatible. Released

10/1/2002. #SLUS-01483.

- NBA Live '96** **Electronic Arts** **\$1/R2**
 Developed by EA Sports. Also available in "long box" packaging. Multiplayer adapter compatible. Released 3/1/1996. #SLUS-00060.
- NBA Live '97** **Electronic Arts** **\$1/R1**
 Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/1996. #SLUS-00267.
- NBA Live '98** **Electronic Arts** **\$1/R1**
 Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/1997. #SLUS-00523.
- NBA Live '99** **Electronic Arts** **\$1/R1**
 Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/1998. #SLUS-00736.
- NBA ShootOut** **Sony** **\$10/R4**
 Available in "long box" packaging. Multiplayer adapter compatible. Released 3/1/1996. #SCUS-94500.
- NBA ShootOut 2000** **989 Studios** **\$1/R1**
 Developed by 989 Sports. Multiplayer adapter compatible. Released 11/1/1999. #SCUS-94561.
- NBA ShootOut 2001** **989 Studios** **\$2/R2**
 Developed by 989 Sports. Multiplayer adapter compatible. Released 11/1/2000. #SCUS-94581.
- NBA ShootOut 2002** **989 Studios** **\$5/R2**
 Developed by 989 Sports. Multiplayer adapter compatible. Released 9/1/2001. #SCUS-94641.
- NBA ShootOut 2003** **989 Studios** **\$6/R2**
 Developed by 989 Sports. Multiplayer adapter compatible. Released 9/1/2002. #SCUS-94673.
- NBA ShootOut 2004** **989 Studios** **\$15/R1**
 Developed by 989 Sports. Multiplayer adapter compatible. Released 10/1/2003. #SCUS-94691.
- NBA ShootOut '97** **Sony** **\$1/R1**
 Designed by Ben Fawcett, Chris Emsen, John Connors. Developed by 989 Sports. Multiplayer adapter compatible. #SCUS-94552.
- NBA ShootOut '98** **989 Studios** **\$1/R1**
 Developed by 989 Sports. Multiplayer adapter compatible. Released 12/1/1997. #SCUS-94171.
- NBA Showtime: NBA on NBC** **Midway** **\$5/R3**
 Developed by Eurocom. Based on the 1999 Midway coin-op. Multiplayer adapter compatible. Released 12/1/1999. #SLUS-00948.
- NCAA Final Four 2000** **989 Studios** **\$1/R1**
 Developed by 989 Sports. Multiplayer adapter compatible. Released 1/1/1999. #SCUS-94562.
- NCAA Final Four 2001** **989 Studios** **\$1/R1**
 Developed by 989 Sports. Released 11/1/2000. #SCUS-94579.
- NCAA Final Four '97** **989 Studios** **\$1/R3**
 Developed by 989 Sports. Released 3/1/1997. #SLUS-00142.
- NCAA Final Four '99** **989 Studios** **\$1/R1**
 Developed by Killer Game. Multiplayer adapter compatible. Released 1/1/1999. #SCUS-94264.
- NCAA Football 2000** **Electronic Arts** **\$6/R1**
 Developed by Tiburon. Multiplayer adapter compatible. Released 8/1/1999. #SLUS-00932.
- NCAA Football 2001** **Electronic Arts** **\$7/R1**
 Developed by EA Sports. Multiplayer adapter compatible. Released

7/1/2000. #SLUS-01219.

- NCAA Football '98** Electronic Arts \$1/R1
Developed by EA Sports. Multiplayer adapter compatible. Released 8/1/1997. #SLUS-00514.
- NCAA Football '99** Electronic Arts \$1/R1
Developed by EA Sports. Multiplayer adapter compatible. Released 8/1/1998. #SLUS-00688.
- NCAA GameBreaker** 989 Studios \$3/R2
Developed by 989 Sports. Multiplayer adapter compatible. Released 9/1/1996. #SCUS-94509.
- NCAA GameBreaker 2000** 989 Studios \$4/R1
Developed by Red Zone. Multiplayer adapter compatible. Released 8/1/1999. #SCUS-94557.
- NCAA GameBreaker 2001** 989 Studios \$5/R1
Developed by 989 Sports. Multiplayer adapter compatible. Released 12/1/2000. #SCUS-94573.
- NCAA GameBreaker '98** Sony \$2/R3
Multiplayer adapter compatible. Released 8/1/1997. #SCUS-94172.
- NCAA GameBreaker '99** 989 Studios \$1/R1
Developed by 989 Sports. Multiplayer adapter compatible. Released 10/1/1998. #SCUS-94246.
- NCAA March Madness 2000** Electronic Arts \$4/R1
Developed by Black Ops. Multiplayer adapter compatible. Released 12/1/1999. #SLUS-01023.
- NCAA March Madness 2001** Electronic Arts \$5/R1
Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/2000. #SLUS-01320.
- NCAA March Madness '98** Electronic Arts \$2/R1
Developed by EA Sports. Multiplayer adapter compatible. Released 2/1/1998. #SLUS-00526.
- NCAA March Madness '99** Electronic Arts \$1/R1
Developed by EA Sports. Multiplayer adapter compatible. Released 1/1/1998. #SLUS-00805.
- Nectaris: Military Madness** Jaleco \$26/R5
Developed by Hudson Soft. Released 1/1/1999. #SLUS-00764.
- Need for Speed 4: High Stakes** Electronic Arts \$6/R1
Also available in the "Greatest Hits" packaging. Released 3/1/1999. #SLUS-00826.
- Need for Speed 5: Porsche Unleashed** Electronic Arts \$1/R1
a.k.a. **Need for Speed: No Limits (Original Name)**
Developed by Eden Studios. Features nothing but Porsche cars. Released 3/1/2000. #SLUS-01104.
- Need for Speed II, The** Electronic Arts \$1/R1
Also available in the "Greatest Hits" packaging. Released 3/1/1997. #SLUS-00276.
- Need for Speed III: Hot Pursuit** Electronic Arts \$1/R1
Also available in the "Greatest Hits" packaging. Also available in "Collector's Edition" packaging. EASTER EGGS: There are some great hidden tracks in this game. Choose "Options" from the Game Setup menu, then as your User Name try "MCITYZ", "XCNTRY", "XCAVB", "PLAYTM", "GLDFSH", or "MNBEM", all normally hidden away. Oh yeah, and "SPOILT" opens all the locked tracks and cars. Have fun! Released 3/1/1999. #SLUS-00620.

- Need for Speed, The: Road & Track Presents a.k.a. Overdrivin' (Japan)** Electronic Arts \$1/R2
Developed by Pioneer Productions. Also available in "long box" packaging. Also available in the "Greatest Hits" packaging. Analog-compatible, long before the analog controllers were released! Supports multiple-system linking. EASTER EGGS: Let's unlock the good stuff. Choose "One Player" then "Tournament", then "Password" and enter "TSYBNS", then press Start. Return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas". Next, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in Sega Rally. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs". If you want to play an arcade mode, highlight the "Segment View" or "Lap Select" box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Released 3/1/1996. #SLUS-00204.
- Need for Speed, The: V-Rally** Electronic Arts \$1/R1
Developed by Infogrames. EASTER EGGS: To unlock everything, go to the main menu, select "Game Options," then "Game Progression." Then, press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + Select. Unlock any part of the game shown on this screen by pressing X at the corresponding box. Released 11/1/1997. #SLUS-00590.
- Need for Speed, The: V-Rally 2** Electronic Arts \$1/R1
Developed by Infogrames. Multiplayer adapter compatible.
- Newman/Haas Racing** Psynosis \$3/R3
Released 5/1/1998. #SLUS-00602.
- Next Tetris, The** Hasbro Interact \$25/R5
Developed by Atari. Also available in the "Greatest Hits" packaging. Released 6/1/1999. #SLUS-00862.
- NFL Blitz** Midway \$1/R1
Developed by Midway. Based on the 1997 Midway coin-op. Also available in the "Greatest Hits" packaging. Released 9/1/1998. #SLUS-00617.
- NFL Blitz 2000** Midway \$2/R3
Developed by Midway. Based on the 1999 Midway coin-op. Also available in the "Greatest Hits" packaging. Released 8/1/1999. #SLUS-00861.
- NFL Blitz 2001** Midway \$8/R1
Developed by Midway. Released 9/1/2000. #SLUS-01146.
- NFL Full Contact** Konami \$5/R4
Released 12/1/1995. #SLUS-00047.
- NFL GameDay** Sony \$1/R1
Designed by Kelly Walker, Amir Zbeda, Bill Hicks, Bill Long. Developed by Sony. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. LANDMARK: This was the first football game available for the PlayStation. Released 11/1/1995. #SCUS-94505.
- NFL GameDay 2000** 989 Studios \$1/R1
Developed by Red Zone. Multiplayer adapter compatible. Released 8/1/1999. #SCUS-94556.
- NFL GameDay 2001** 989 Studios \$3/R1
Endorsed by Marshall Faulk of the Rams. Multiplayer adapter compatible. Released 8/1/2000. #SCUS-94575.
- NFL GameDay 2002** 989 Studios \$5/R1

Developed by Red Zone. Multiplayer adapter compatible. Released 8/1/2001. #SCUS-94639.

- ☐ **NFL GameDay 2003** **989 Studios** **\$5/R1**
Developed by Red Zone. Multiplayer adapter compatible. Released 8/1/2002. #SCUS-94665.
- ☐ **NFL GameDay 2004** **989 Studios** **\$8/R1**
Multiplayer adapter compatible. Released 8/1/2003. #SCUS-94690.
- ☐ **NFL GameDay '97** **Sony** **\$1/R1**
Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 12/1/1996. #SCUS-94510.
- ☐ **NFL GameDay '98** **Sony** **\$1/R1**
Multiplayer adapter compatible. Released 8/1/1997. #SCUS-94173.
- ☐ **NFL GameDay '99** **989 Studios** **\$1/R1**
Multiplayer adapter compatible. Released 8/1/1998. #SCUS-94234.
- ☐ **NFL Quarterback Club '97** **Acclaim** **\$1/R3**
Developed by Accolade. Released 8/1/1996. #SLUS-00011.
- ☐ **NFL Xtreme** **989 Studios** **\$1/R1**
Developed by 989 Studios. Released 7/1/1998. #SCUS-94245.
- ☐ **NFL Xtreme 2** **989 Studios** **\$1/R1**
Developed by 989 Studios. Multiplayer adapter compatible. Released 7/1/1999. #SCUS-94420.
- ☐ **N-Gen Racing** **Infogrames** **\$5/R3**
Developed by Curly Monsters. Released 6/1/2000. #SLUS-01155.
- ☐ **NHL 2000** **Electronic Arts** **\$1/R1**
Developed by EA Sports. Multiplayer adapter compatible. Released 10/1/1999. #SLUS-00965.
- ☐ **NHL 2001** **Electronic Arts** **\$6/R1**
Developed by EA Sports. Multiplayer adapter compatible.
- ☐ **NHL 2002** **Electronic Arts** **\$1/R1**
Developed by EA Sports. Multiplayer adapter compatible.
- ☐ **NHL '97** **Electronic Arts** **\$1/R1**
Developed by EA Sports. Multiplayer adapter compatible. Released 10/1/1996. #SLUS-00030.
- ☐ **NHL '98** **Electronic Arts** **\$1/R1**
Developed by EA Sports. Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 9/1/1997. #SLUS-00519.
- ☐ **NHL '99** **Electronic Arts** **\$1/R1**
Developed by EA Sports. Multiplayer adapter compatible. Released 10/1/1998. #SLUS-00735.
- ☐ **NHL Blades of Steel 2000** **Konami** **\$3/R3**
Released 2/1/2000. #SLUS-00825.
- ☐ **NHL Breakaway '98** **Acclaim** **\$1/R2**
Multiplayer adapter compatible. Released 9/1/1997. #SLUS-00391.
- ☐ **NHL FaceOff** **Sony** **\$2/R1**
Available in "long box" packaging. Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. LANDMARK: This was the first hockey game available on the PlayStation.
- ☐ **NHL FaceOff 2000** **989 Studios** **\$4/R1**
Multiplayer adapter compatible. Released 9/1/1999. #SCUS-94558.
- ☐ **NHL FaceOff 2001** **989 Studios** **\$4/R1**
Multiplayer adapter compatible.
- ☐ **NHL FaceOff '97** **989 Studios** **\$1/R1**

Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 10/1/1996. #SCUS-94550.

- ☐ **NHL FaceOff '98** **989 Studios** **\$1/R1**
Developed by Killer Game. Multiplayer adapter compatible. Released 9/1/1997. #SCUS-94174.
- ☐ **NHL FaceOff '99** **989 Studios** **\$1/R1**
Developed by Killer Game. Multiplayer adapter compatible. Released 9/1/1998. #SCUS-94235.
- ☐ **NHL Open Ice: 2 on 2 Challenge** **Midway** **\$5/R4**
Developed by Avalanche. Multiplayer adapter compatible. Released 12/1/1996. #SLUS-00327.
- ☐ **NHL Powerplay '98** **Virgin** **\$2/R3**
Developed by Radical Entertainment. Multiplayer adapter compatible. Released 8/1/1997. #SLUS-00528.
- ☐ **NHL Powerplay Hockey '96** **Virgin** **\$5/R4**
Released 9/1/1996. #SLUS-00227.
- ☐ **NHL Rock the Rink** **Electronic Arts** **\$3/R2**
Developed by Electronic Arts. Released 3/1/2000. #SLUS-01085.
- ☐ **Nicktoons Racing** **Infogrames** **\$20/R6**
Developed by Hasbro Interactive. Released 6/1/2001. #SLUS-01047.
- ☐ **Nightmare Creatures** **Activision** **\$1/R1**
Developed by Kalisto. Released 10/1/1997. #SLUS-00582.
- ☒ **Nightmare Creatures II** **Konami** **\$4/R1 -**
Developed by Kalisto. Released 5/1/2000. #SLUS-01112.
- ☐ **Ninja: Shadow of Darkness** **Eidos** **\$1/R1**
Developed by Core Design. Released 10/1/1998. #SLUS-00435.
- ☐ **No Fear Downhill Mountain Bike Racing** **Codemasters** **\$5/R2**
Developed by Codemasters. Multiplayer adapter compatible. Released 12/1/1999. #SLUS-01000.
- ☐ **No One Can Stop Mr. Domino** **Acclaim** **\$10/R4 +**
a.k.a. Mr. Domino (Europe), Domino-kun o Tomenaide (Japan)
Developed by Artdink. Released 12/1/1998. #SLUS-00804.
- ☐ **Norse By Norsewest: The Return of the Lost Vikings** **Interplay** **\$8/R5**
Sequel to "The Lost Vikings." Released 4/1/1997. #SLUS-00466.
- ☐ **Novastorm** **Psygnosis** **\$5/R3**
Developed by Psygnosis. Available in "long box" packaging. Released 10/1/1995. #SCUS-94404.
- ☒ **Nuclear Strike** **Electronic Arts** **\$4/R1**
Developed by Electronic Arts. Also available in the "Greatest Hits" packaging. Sequel to Soviet Strike. Released 10/1/1997. #SLUS-00518.
- ☐ **O.D.T.** **Psygnosis** **\$2/R1 -**
a.k.a. Or Die Trying
Developed by Psygnosis. Released 12/1/1998. #SLUS-00698.
- ☐ **Oddworld: Abe's Exoddus** **GT Interactive** **\$1/R1**
a.k.a. Abe '99 (Japan)
Developed by Oddworld Inhabitants. A 2-CD set. EASTER EGGS: To access the hidden level select, go to the main menu, hold the R1 button and press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right. Released 11/1/1998. #SLUS-00710/00731.

- ☐ **Oddworld: Abe's Oddysee** GT Interactive \$1/R1
a.k.a. **Abe a Go Go (Japan)**
Developed by Oddworld Inhabitants. Also available in the "Greatest Hits" packaging. Includes "Abe's Control Sheet." EASTER EGGS: To access the hidden level select, go to the main menu, hold R1 and press Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle, Square, Right, Left. Released 9/1/1997. #SLUS-00190.
- ☐ **Off-World Interceptor Extreme** Crystal Dynam \$5/R2
Designed by Tim Roberts, Bill Mitchell. Also available in "long box" packaging. Released 9/1/1995. #SLUS-00020.
- ☐ **Ogre Battle Limited Edition** Atlus \$40/R5
Developed by Quest. Almost the exact same game as the SNES version. Includes a map and memory card stickers. Released 8/1/1997. #SLUS-00467.
- ☐ **Olympic Soccer** Eidos \$3/R5
Multiplayer adapter compatible. Released 7/1/1996. #SLUS-00156.
- ☐ **Olympic Summer Games** Eidos \$3/R4
Multiplayer adapter compatible. Released 7/1/1996. #SLUS-00148.
- ☐ **Omega Boost** Sony \$2/R1 +
Developed by Polyphony Digital. Released 9/1/1999. #SLUS-00990.
- ☒ **One** ASC Games \$1/R1
Developed by Visual Concepts. Released 1/1/1998. #SLUS-00469.
- ☐ **One Piece Mansion** Capcom \$7/R3
Developed by Capcom. Released 9/1/2001. #SLUS-01406.
- ☐ **OverBlood** Electronic Arts \$1/R3 -
Released 5/1/1997. #SLUS-00464.
- ☐ **P.K.'s Math Studio** Lightspan \$6/R8
Developed by Lightspan.
- ☐ **P.K.'s Place: Carlos at the Races** Lightspan \$6/R8
Developed by Lightspan.
- ☐ **P.K.'s Place: Daphne and the Seventh Wonder** Lightspan \$6/R8
Developed by Lightspan.
- ☐ **P.K.'s Place: Hoopo the Seal** Lightspan \$6/R8
Developed by Lightspan.
- ☐ **P.K.'s Place: Party on the Patio** Lightspan \$6/R8
Developed by Lightspan.
- ☐ **Pac-Man World** Namco \$11/R1 +
a.k.a. **Pac-Man 3D**
Developed by Namco. Also available in the "Greatest Hits" packaging. Released 9/1/1999. #SLUS-04390.
- ☐ **Pajama Sam: You Are What You Eat From Your Head to Your Feet** Infogrames \$5/R3
Released 12/1/2001. #SLUS-01389.
- ☐ **Pandemonium!** Crystal Dynam \$7/R3
a.k.a. **Magical Hoppers (Japan)**
Designed by Paul Reiche III, Zak Krefting. Developed by Crystal Dynamics. Ever watch the American version of "Who's Line is it, Anyway?" Greg Proops is the voice of Fargus and Sid. Released 11/1/1996. #SLUS-00232.
- ☐ **Pandemonium! 2** Crystal Dynam \$10/R4
a.k.a. **Miracle Jumpers (Japan)**

Developed by Crystal Dynamics. Released 10/1/1997. #SLUS-00578.

- ☐ **Panzer Front** Agetec \$5/R3
Developed by Enterbrain. Released 8/1/2001. #SLUS-01399.
- ☐ **Panzer General**SSI \$6/R3
Developed by Strategic Simulations. Also available in "long box" packaging. Released 12/1/1995. #SLUS-00132.
- ☒ **PaRappa the Rapper** Sony \$15/R2 +
The ending shows an ad for PaRappa 2, but the sequel was never released on the PSX. EASTER EGGS: One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of PaRappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the X button. If you hold Left on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold Right on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release Right, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make PaRappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points! Released 11/1/1997. #SCUS-94183.
- ☒ **Parasite Eve** Squaresoft \$7/R1
Developed by Squaresoft. A 2-CD set. Includes a demo disc containing demos of Xenogears, Final Fantasy VIII, Brave Fencer Musashi, and Bushido Blade 2. Also available in the "Greatest Hits" packaging without the demo disc. Based on the Japanese novel, also known as "Square" and "SquareEnix". Released 9/1/1998. #SLUS-00662/00668.
- ☐ **Parasite Eve 2** Squaresoft \$6/R1
Designed by Tatsuo Fujii. Developed by Squaresoft. A 2-CD set, also known as "Square" and "SquareEnix". Released 9/1/2000. #SLUS-01042/01055.
- ☐ **Patriotic Pinball** Take2 Interact \$10/R2
Developed by Wildfire. Includes two boards (America on Duty and Road Trip Coast to Coast). This is the most recent of the pinball sims.
- ☐ **Peak Performance** Atlus \$3/R5
Released 3/1/1997. #SLUS-00400.
- ☐ **Perfect Weapon** ASC Games \$1/R1 -
a.k.a. **Body Hazard (Japan)**
Designed by Mark Johnston, Spencer Craske, Andy Harris. Developed by Gray Matter. Released 11/1/1996. #SLUS-00341.
- ☐ **Persona 2: Eternal Punishment** Atlus \$20/R3
a.k.a. **Persona 2: Innocent Sin (Japan)**
Developed by Atlus. Sequel to "Revelations: Persona." Includes a bonus disc which contains an anime trailer and an interview with the creators of the Persona series. Role-Playing/Turn-Based RPG. Released 12/1/2000. #SLUS-01158.
- ☐ **Peter Jacobsen's Golden Tee Golf** Infogrames \$3/R2
Developed by Wizard Works. Multiplayer adapter compatible. Released 8/1/2000. #SLUS-001130.
- ☐ **Peter Pan in Return to** Sony \$8/R2

Neverland (Disney's)

Developed by Doki Denki. #SCUS-94643.

☐ **PGA Tour '96** **Electronic Arts** **\$2/R3**

Developed by EA Sports. Available in "long box" packaging. LANDMARK: This was the first golf game available on the PlayStation. Released 9/1/1995. #SLUS-00016.

☐ **PGA Tour '97** **Electronic Arts** **\$1/R2**

Designed by Tom Loughry. Developed by EA Sports. Multiplayer adapter compatible. Released 9/1/1996. #SLUS-00261.

☐ **PGA Tour '98** **Electronic Arts** **\$1/R2**

Developed by EA Sports. Multiplayer adapter compatible. Released 10/1/1997. #SLUS-00517.

☐ **Philosoma** **Sony** **\$18/R5**

Available in "long box" packaging. Released 1/1/1996. #SCUS-94403.

☐ **Phix: The Adventure** **Tommo** **\$10/R2**a.k.a. **The Adventure of Phix**
Developed by Agatec/A1 Games. Released 6/1/2003. #SLUS-01523.☒ **Pink Panther: Pinkadelic Pursuit** **Dreamcatcher** **\$5/R2**☐ **Pinobee** **Konami** **\$10/R3**

Developed by Hudson Soft.

☐ **Pipe Dreams 3D** **Take2 Interact** **\$3/R1 +**a.k.a. **Pipe Mania 3D (Europe)**
Developed by Empire Interactive. Released 10/1/2001. #SLUS-01409.☐ **Pitball** **Accolade** **\$3/R5**

Multiplayer adapter compatible. Released 10/1/1996. #SLUS-00146.

☐ **Pitfall 3D: Beyond the Jungle** **Activision** **\$13/R3**

Developed by Activision. EASTER EGGS: This game has the original Pitfall as a mini-game! To get there, enter "CRANESBABY" as a password. Released 3/1/1998. #SLUS-00254.

☐ **Planet of the Apes** **Ubi Soft** **\$5/R1 -**

Designed by Jean-Francois Graffard, Raffi Messant. Developed by Visiware Studios. Released 8/1/2002. #SLUS-01468.

☐ **Play with the Teletubbies** **Berkeley System** **\$8/R3**

Released 6/1/2000. #SLUS-00959.

☐ **Pocket Fighter** **Capcom** **\$26/R5**a.k.a. **Gem Fighter (Japan)**
Developed by Capcom. Based on the 1997 Capcom coin-op. Released 7/1/1998. #SLUS-00653.☐ **PO'ed** **Accolade** **\$3/R3**

Developed by Any Channel. Also available in "long box" packaging. EASTER EGGS: There are many stages in this game. Here's a way to get at any of them. At the main menu, hold L1 + L2 + R1 + R2 + Up and release. Press Circle to start a new game; when the difficulty select menu appears, hold L1 + L2 + R1 + R2 + Down and release. The stage-select menu will appear after you choose a difficulty setting. Released 4/1/1996. #SLUS-00097.

☐ **Point Blank** **Namco** **\$15/R5 +**a.k.a. **Gunbullet (Japan)**
Developed by Namco. Based on the 1994 Namco coin-op. Also available packaged with the GunCon. Increase value to \$30 for this version. Light Gun compatible. Released 4/1/1998. #SLUS-00481.☐ **Point Blank 2** **Namco** **\$7/R3 +**a.k.a. **GunBari (Japan)**

Developed by Namco. Also available packaged with the GunCon. Increase value to \$30 for this version. Light Gun compatible. Released 5/1/1999. #SLUS-00796.

☐ **Point Blank 3** **Namco** **\$12/R2 +**
a.k.a. **Gunbalina (Japan)**

Developed by Namco. Also available packaged with the GunCon. Increase value to \$30 for this version. Light Gun compatible. Released 3/1/2001. #SLUS-01354.

☐ **Polaris SnoCross** **Vatical** **\$5/R3**

Released 8/1/2000. #SLUS-01033.

☐ **Pong: The Next Level** **Hasbro Interact** **\$1/R1**

Developed by Atari. Multiplayer adapter compatible. Released 11/1/1999. #SLUS-00889.

☐ **Pooh's Party Game: In Search of Treasure** **Disney** **\$7/R2**

#SLUS-01437.

☐ **Pool Hustler** **Activision** **\$5/R7**

Developed by ASK/Ornith. Released 9/1/1998. #SLUS-00758.

☐ **Populous: The Beginning** **Electronic Arts** **\$10/R6**

Released 3/1/1999. #SLUS-00277.

☐ **Porsche Challenge** **Sony** **\$6/R6**

Developed by Sony. Released 8/1/1997. #SCUS-94187.

☐ **Power Move Pro Wrestling** **Activision** **\$5/R5**a.k.a. **Toukon Retsuden (Japan)**
Developed by Tommy Company. This was the first 3D wrestling game on the PlayStation. Released 11/1/1996. #SLUS-00408.☐ **Power Play Sports Trivia** **Ubi Soft** **\$1/R3**

Developed by Starsphere Interactive. Multiplayer adapter compatible. Released 3/1/2002. #SLUS-01445.

☐ **Power Rangers Lightspeed Rescue** **T*HQ** **\$11/R5**

Developed by Climax Graphics. Released 9/1/2000. #SLUS-01114.

☐ **Power Rangers Time Force** **T*HQ** **\$12/R5**

Released 11/1/2001. #SLUS-01351.

☐ **Power Rangers Zeo Full Tilt Battle Pinball** **Bandai** **\$10/R5**

Developed by KAZE. A nice change from the others, a much different feel, the game itself is much slower-paced but has progressive stages where you defeat a boss, complete with accompanying full-motion video. Released 10/1/1996. #SLUS-00256.

☐ **Power Serve 3D Tennis** **Ocean** **\$10/R7**

Available in "longbox" packaging. LANDMARK: This was a launch title in the US. Released 9/1/1995. #SLUS-00105.

☐ **Power Shovel** **Acclaim** **\$12/R5**a.k.a. **Power Shovel ni Nono!! (Japan)**
Part of the "de Goli" series in Japan. Released 7/1/2001. #SLUS-01343.☐ **Power Spike Pro Beach Volleyball** **Infogrames** **\$7/R3**

Multiplayer adapter compatible. Released 11/1/2000. #SLUS-01196.

☐ **Powerpuff Girls: Chemical X-Traction** **bam!** **\$5/R2**

Released 11/1/2001. #SLUS-01423.

☐ **Powerslave** **Playmates** **\$5/R3**a.k.a. **Exhumed (Europe), A.D. 1999 (Japan)**

- Designed by Brian McNeely, Dominick Meissner, Ezra Dreisbach, Paul Knutzen. Developed by Lobotomy. Released 3/1/1997. #SLUS-00102.
- Q Poy Poy** **Sony** **\$15/R7 +**
a.k.a. Poitter's Point 2 (Japan)
 Developed by Konami. Multiplayer adapter compatible. Released 9/1/1997. #SLUS-00486.
- Q Primal Rage** **Time Warner** **\$20/R5**
 Based on the 1994 Atari coin-op. Available in "long box" packaging. Released 12/1/1995. #SLUS-00126.
- Q Pro 18 World Tour Golf** **Psygnosis** **\$5/R3**
 Developed by Intelligent Games. Multiplayer adapter compatible. Released 4/1/1999. #SLUS-00817.
- Q Pro Pinball** **Interplay** **\$5/R3**
a.k.a. Pro Pinball: The Web
 Developed by Empire Interactive. The first in a series of superb pinball sims, the only real downside to the Pro Pinball series is that there is just a single board for each. Excellent controls and physics as well as multiple camera angles and a slideshow highlighting some of the boards.
- Q Pro Pinball: Big Race USA** **Take2 Interact** **\$5/R1**
 Designed by Adrian Barritt. Developed by Empire Interactive. The third game in the series features a "rally across the countryside" theme. Multiplayer adapter and System Link compatible. Released 8/1/2000. #SLUS-01260.
- Q Pro Pinball: Fantastic Journey** **Take2 Interact** **\$12/R3**
 Developed by Empire Interactive. The fourth game in the series features a Victorian-era theme. Multiplayer adapter compatible. Released 8/1/2000. #SLUS-01261.
- Q Pro Pinball: Timeshock!** **Take2 Interact** **\$5/R3**
 Developed by Empire Interactive. The second game in the series features a time-traveling theme. Multiplayer adapter compatible. Released 9/1/1998. #SLUS-00639.
- Q Professional Underground** **Psygnosis** **\$3/R3**
League of Pain
a.k.a. League of Pain
 Designed by Andrew Bond, Graeme Love, Tim Swan. Developed by Beyond Reality. Multiplayer adapter compatible. Released 2/1/1997. #SCUS-94551.
- Q Project Overkill** **Konami** **\$1/R2**
 Released 9/1/1996. #SLUS-00045.
- Q Project: Horned Owl** **Sony** **\$12/R4**
 Developed by Alfa System. Light gun compatible and mouse compatible. LANDMARK: This was the first light gun compatible game on the PlayStation. Released 8/1/1996. #SCUS-94408.
- Q Psybadek** **Psygnosis** **\$3/R3 -**
 Developed by Psygnosis. Released 10/1/1998. #SLUS-00730.
- Q Psychic Detective** **Electronic Arts** **\$25/R8**
 This is simply weird stuff. Your mind has the ability to jump into nearby people (and sometimes inanimate objects and pets) and continue the story from their perspective. There are some truly unusual moments along the way. A 3-CD set. Available in "long box" packaging. Another very tough to find game, even on eBay. Released 3/1/1996. #SLUS-00165-7.
- Q Psychic Force** **Acclaim** **\$20/R7**
 Released 4/1/1997. #SLUS-00419.
- Q Punky Skunk** **Jaleco** **\$5/R7**
- Released 2/1/1998. #SLUS-00579.
- Q Putter Golf** **Tommo** **\$1/R1 -**
 Developed by Agatec/A1 Games. Multiplayer adapter compatible. Released 10/1/2001. #SLUS-01371.
- Q Puzzle: Star Sweep** **Tommo** **\$5/R2**
 Developed by Agatec/A1 Games. Released 1/1/2001. #SLUS-01307.
- Q Puznic** **Mud Duck** **\$7/R3**
 Developed by Altron. Based on the 1989 Taito coin-op. A game released in 2003 which was ported from a 2001 Japanese game which was in turn ported from a 1989 arcade game. Gotta love these cheap late releases. #SLUS-01492.
- Q Q*Bert** **Atari** **\$7/R3**
 Developed by Artech Studios. Released 12/1/1999. #SLUS-00904.
- Q Qix Neo** **Mud Duck** **\$10/R3**
 Developed by Taito. An updated version of the classic arcade game. #SLUS-01561.
- Q Quaddle Family Mysteries, The: The Case of the Scarce Scarab Garden** **Lightspan** **\$6/R8**
 Developed by Lightspan.
- Q Quaddle Family Mysteries, The: The Case of the Scarce Scarab Lobby/Kitchen** **Lightspan** **\$6/R8**
 Developed by Lightspan.
- Q Quaddle Family Mysteries, The: The Case of the Scarce Scarab Parlor/Family Room** **Lightspan** **\$6/R8**
 Developed by Lightspan.
- Q Quake II** **Activision** **\$10/R3**
 Developed by Hammerhead Studios. Multiplayer adapter and Mouse compatible. Released 10/1/1999. #SLUS-00757.
- Q Racing** **Tommo** **\$5/R1**
a.k.a. The Simple Series: Racing (Japan)
 Developed by Agatec/A1 Games. #SLUS-01291.
- Q Rage Racer** **Namco** **\$8/R2**
 The third game in the Ridge Racer series on PlayStation. Released 4/1/1997. #SLUS-00403.
- Q Rageball** **Tommo** **\$6/R3**
 Developed by Agatec/A1 Games. Multiplayer adapter compatible. #SLUS-01461.
- Q Raiden Project, The** **Sony** **\$30/R5**
a.k.a. Arcade Hits: Raiden (Japan)
 Developed by Seibu Kaihatsu. Available in "long box" packaging. LANDMARK: This was a launch title in the US. Released 9/1/1995. #SCUS-94402.
- Q Railroad Tycoon II** **Take2 Interact** **\$5/R2**
 Developed by PopTop Software/Gearhead/Interac. Mouse compatible. Released 1/1/2000. #SLUS-00808.
- Q Rally Cross** **989 Studios** **\$5/R2**
 Multiplayer adapter compatible. Released 2/1/1997. #SCUS-94308.
- Q Rally Cross 2** **989 Studios** **\$6/R3**
 Developed by Idol Minds. EASTER EGGS: To unlock all of the game's vehicles, enter your name as "MOOBMOOB". Released 11/1/1998. #SCUS-94247.
- Q Rampage 2: Universal Tour** **Midway** **\$4/R3**
 Developed by Avalanche. Multiplayer adapter compatible. Released

- 3/1/1999. #SLUS-00742.
- ❑ Rampage Through Time** Midway \$7/R3
Developed by Avalanche. Multiplayer adapter compatible. Released 8/1/2000. #SLUS-01065.
- ❑ Rampage World Tour** Midway \$5/R1
Developed by WMS Software. Based on the 1997 Midway coin-op. Includes a "sneak peek" of Pandemonium 2 and the Off Road Challenge arcade game. Multiplayer adapter compatible. #SLUS-00549.
- ❑ Rascal** Psygnosis \$2/R1 -
a.k.a. **Bubblegum Kid (Japan)**
Developed by Traveller's Tales. Released 3/1/1998. #SLUS-00542.
- ❑ Rascal Racers** Telegames \$10/R4 -
Developed by Miracle Designs. Released 3/1/2004. #SLUS-01575.
- ❑ Rat Attack** Mindscape \$3/R3
Developed by Pure Entertainment. Multiplayer adapter compatible. Released 10/1/1999. #SLUS-00656.
- ❑ Ray Tracers** T*HQ \$5/R5
Released 2/1/1998. #SLUS-00534.
- ❑ RayCrisis: Series Termination** Working Designs \$7/R3
Developed by Spaz. One of the few U.S. releases compatible with the PocketStation. Takes advantage of Sony PocketStation features. Released 10/1/2000. #SLUS-01217.
- ❑ Rayman** Ubi Soft \$8/R1
Developed by Ubi Soft. Also available in "long box" packaging. Also available in the "Greatest Hits" packaging. Action/Platform/Scrolling Screen. LANDMARK: This was a launch title in the US. Released 9/1/1995. #SLUS-00005.
- ❑ Rayman 2: The Great Escape** Ubi Soft \$5/R1
Developed by Ubi Soft. Action/Platform/3D. Released 9/1/2000. #SLUS-01235.
- ❑ Rayman 2: The Great Escape UBI Soft \$15/R6 Watch Edition**
Developed by Ubi Soft. Same game as the regular version, but packaged in a slightly larger cardboard box and also included a Rayman watch. Action/Platform/3D.
- ❑ Rayman Brain Games** Ubi Soft \$6/R2
Released 8/1/2001. #SLUS-01265.
- ❑ Rayman Rush** Ubi Soft \$3/R1
Released 3/1/2002. #SLUS-01458.
- ❑ RayStorm** Working Designs \$20/R7
Developed by Taito. Released 9/1/1997. #SLUS-00482.
- ❑ Razor Freestyle Scooter** Crave \$4/R2
Developed by Shaba Games. Sports/Extreme Games. EASTER EGGS: Let's unlock everything. Pause a game in play, then press Right, Down, Right, Left, Right, Up, Right, Right. You may have to quit the current game to see all of the unlocked items. Released 1/1/2001. #SLUS-01322.
- ❑ Razor Racing** Crave \$2/R3
Released 11/1/2001. #SLUS-01410.
- ❑ RC De Go!** Acclaim \$4/R5
#SLUS-01285.
- ❑ RC Helicopter** Tommo \$5/R2
#SLUS-01376.
- ❑ RC Revenge** Acclaim \$4/R3
- Released 8/1/2000. #SLUS-01168.
- ❑ RC Stunt Copter** Interplay \$6/R3
a.k.a. **Fly By Wire (original name)**
Developed by Shiny Entertainment. Two versions exist: One shows "Shiny" in the lower-right corner and the other shows "Interplay." It's not known which one is rarer yet. Released 8/1/1999. #SLUS-00954.
- ❑ Ready 2 Rumble Boxing** Midway \$1/R1
Developed by Point of View. Also available in the "Greatest Hits" packaging. Features the voice of Michael Buffer. EASTER EGGS: To unlock all of the hidden guys, start a new game in Championship Mode. Enter your gym name as "CHAMP". Now when you go back to Arcade Mode, all boxers will be unlocked. Released 12/1/1999. #SLUS-00857.
- ❑ Ready 2 Rumble Boxing Round 2** Midway \$3/R1
Released 11/1/2000. #SLUS-01147.
- ❑ ReBoot** Electronic Arts \$12/R5
Developed by Electronic Arts. Based on the Saturday morning cartoon. Released 3/1/1998. #SLUS-00274.
- ❑ Red Asphalt** Interplay \$4/R5
Designed by Vance Kovacs, Chad Moore, Feargus Urquhart. Developed by Team Rocknroll. Supports multiple-system linking. Released 1/1/1998. #SLUS-00282.
- ❑ Reel Fishing** Natsume \$2/R1
Also available in the "Greatest Hits" packaging. Also available packaged with a fishing controller. Released 10/1/1997. #SLUS-00440.
- ❑ Reel Fishing II** Natsume \$3/R2
Released 5/1/2000. #SLUS-00843.
- ❑ Re-Loaded** Interplay \$5/R1
The sequel to "Loaded". Also available in the "Greatest Hits" packaging. Released 12/1/1996. #SLUS-00382.
- ❑ Renegade Racers** Interplay \$3/R3
Developed by Promethean Designs. Multiplayer adapter compatible. Released 1/1/2000. #SLUS-01012.
- ❑ Rescue Copter** SVG Dist \$10/R3
- ❑ Resident Evil** Capcom \$13/R3
a.k.a. **BioHazard (Japan)**
Available in "long box" packaging. Also available in a jewel case version which is slightly harder to find. Action/Survival Horror. LANDMARK: This is the game that started the "Survival Horror" genre. Released 4/1/1996. #SLUS-00170.
- ❑ Resident Evil 2** Capcom \$10/R1 +
a.k.a. **BioHazard 2 (Japan)**
A 2-CD set. Also available in the "Greatest Hits" packaging. The GH version is compatible with the Dual Shock controller, the original is not. A later printing allowed compatibility with the Dual Shock and is known as Resident Evil 2: Dual Shock Edition. Action/Survival Horror. Released 1/1/1998. #SLUS-00421/00592.
- ❑ Resident Evil 2: Dual Shock** Capcom \$12/R4 Edition
A 2-CD set. This version is now compatible with the Dual Shock controller and has a red stamp on the cover confirming it. This version was released before the "Greatest Hits" version. Action/Survival Horror. Released 11/1/1998. #SLUS-00748/00756.
- ❑ Resident Evil 3: Nemesis** Capcom \$7/R1
a.k.a. **BioHazard 3: Last Escape (Japan)**

Also available in the "Greatest Hits" packaging. The first printing also included a demo disc for Dino Crisis. These are marked with the "2 CD" label. Action/Survival Horror. Released 11/1/1999. #SLUS-00923.

Resident Evil: Director's Cut **Capcom** **\$1/R2**
a.k.a. BioHazard: Director's Cut (Japan)

Developed by Capcom. A 2-CD set. Also available in the "Greatest Hits" packaging as "Resident Evil: Director's Cut Dual Shock". Comes with a demo disc for Resident Evil 2. Due to a miscommunication, this "uncut" version does not include any of the deleted scenes! Action/Survival Horror. Released 9/1/1997. #SLUS-00551/90009.

Resident Evil: Director's Cut **Capcom** **\$1/R1**
Dual Shock
a.k.a. BioHazard: Director's Cut Dual Shock Ver. (Japan)

Developed by Capcom. "Greatest Hits" version of Resident Evil: Director's Cut. Does not come with the demo disc, but is compatible with the Dual Shock controller (the original is not). Action/Survival Horror. #SLUS-00747.

Resident Evil: Survivor **Capcom** **\$10/R2**
a.k.a. BioHazard Gun Survivor

Developed by Capcom. A gun game that doesn't use the GunCon, or any other gun controller for that matter. Import the Japanese version if you want to play it the way it was meant to be played. Shooter/Target Shooting "Gun Games". Released 3/1/2000. #SLUS-01087.

Return Fire **Time Warner** **\$35/R7**

Also available in "long box" packaging. The jewel case version is a bit harder to find. Released 4/1/1996. #SLUS-00184.

Revelations: Persona **Atlus** **\$15/R4**
a.k.a. Shin Megami Tensai (Japan)

Developed by Atlus. Here's a rarity, an RPG based in modern times instead of the past or future. Has several differences compared to the Japanese version; See "Shin Megami Tensai" in the imports section for a list. Role-Playing/Turn-Based RPG. #SLUS-00339.

Re-Volt **Acclaim** **\$4/R1**

Developed by Acclaim. Released 9/1/1999. #SLUS-00851.

Revolution X **Acclaim** **\$4/R3**

Based on the 1994 Midway coin-op. Available in "long box" packaging. Shooter/Target Shooting "Gun Games". Light Gun compatible. Released 1/1/1996. #SLUS-00012.

Rhapsody: A Musical Adventure **Atlus** **\$35/R5**

a.k.a. The Adventure of Puppet Princess (Japan)

Developed by Nippon Ichi. One of the strangest games you'll ever play. The action is fairly standard tactics stuff but it all plays out like a musical, with goofy tunes playing during the battles. Includes a music soundtrack CD. Role-Playing/Turn-Based/Battle-Centric. Released 5/1/2000. #SLUS-01073.

Ridge Racer **Namco** **\$3/R1**

Developed by Namco. Based on the 1993 Namco coin-op. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. Available in "not for resale" versions. The game loads itself completely into the PSX's memory, so you can remove the disc and still play the game in its entirety. LANDMARK: This was a launch title in the US. Released 9/1/1995. #SCUS-94300/SLUS-00540 (GH).

Ridge Racer Revolution **Namco** **\$3/R3**

The second game in the Ridge Racer series on the PlayStation. Supports multiple-system linking. Released 9/1/1996. #SLUS-00214.

Ridge Racer Type 4 **Namco** **\$3/R1 +**
a.k.a. R4

A 2-CD set. Also available in a special package containing the JogCon controller. This version is a little harder to find. Supports multiple-system linking and take advantage of Sony PocketStation features. Released 5/1/1999. #SLUS-00797/90049.

Rise 2 Resurrection **Acclaim** **\$4/R3 -**
a.k.a. Rise of the Robots 2

Available in "long box" packaging. Sequel to Rise of the Robots. Released 2/1/1996. #SLUS-00186.

Rising Zan: The Samurai Gunman **Agetec** **\$3/R2**

Developed by UEP Systems. Released 10/1/1999. #SLUS-00829.

Risk **Hasbro Interact** **\$16/R3**

Multiplayer adapter compatible. Released 5/1/1998. #SLUS-00616.

Rival Schools **Capcom** **\$15/R5**

Based on the 1998 Capcom coin-op. A 2-CD set. Released 10/1/1998. #SLUS-00681/00771.

Riven **Acclaim** **\$6/R1**

Developed by Cyan. A 5-CD set. Sequel to the game Myst. Mouse compatible. Released 1/1/1998. #SLUS-005235/00563-5/00580.

Road Rash **Electronic Arts** **\$1/R1**

Also available in "long box" packaging. Also available in the "Greatest Hits" packaging. Released 12/1/1995. #SLUS-00035.

Road Rash 3D **Electronic Arts** **\$3/R1**

Developed by Electronic Arts. Also available in the "Greatest Hits" packaging. Released 6/1/1998. #SLUS-00524.

Road Rash: Jailbreak **Electronic Arts** **\$3/R2**

Multiplayer adapter compatible. Released 1/1/2000. #SLUS-01053.

Road Writer **Lightspan** **\$20/R9**

Roadsters **Titus** **\$10/R7**

Released 2/1/2000. #SLUS-01024.

Robo-Pit **T*HQ** **\$5/R3**

Developed by Kokopeli. Released 7/1/1996. #SLUS-00316.

Robo-Pit 2 **Mud Duck** **\$10/R3**

#SLUS-01563.

Robotron X **Midway** **\$5/R3**

Developed by Player One. Released 12/1/1996. #SLUS-00252.

Rock 'Em Sock 'Em Robots Arena **Mattel Interact** **\$7/R3**

Developed by Paradox. Released 11/1/2000. #SLUS-01124.

Rocket Power: Team Rocket Rescue **T*HQ** **\$10/R3**

Also available in the "Greatest Hits" packaging. Released 8/1/2001. #SLUS-01353.

Rogue Trip: Vacation 2012 **Infogrames** **\$1/R1**

Developed by SingleTrac. Shooter/Vehicular Combat. Multiplayer adapter compatible. EASTER EGGS: A car that takes no damage? We'll take that. During the game, hold L1 + R1 + R2 and press Select; you'll see the words "Cheats Enabled" in the upper right corner of the screen. Now quickly hold L1 + R1, press Up, Down, Left, Right. Released 9/1/1998. #SLUS-00643.

Roll Away **Psygnosis** **\$12/R5 +**
a.k.a. Kula Quest (Japan)

Developed by Game Design. Released 12/1/1998. #SLUS-00724.

Rollage **Psygnosis** **\$4/R3**

Developed by Attention to Detail. Multiplayer adapter compatible. Released 3/1/1999. #SLUS-00800.

- ❑ **Rollcage Limited Edition** **Psygnosis** **\$8/R6**
Developed by Attention to Detail. Also contains a CD with music from the game. #SLUS-00800LE.

- ❑ **Rollcage Stage 2** **Midway** **\$8/R4**
Developed by Attention to Detail. EASTER EGGS: To unlock everything in the game, enter the password "I.WANT.IT.ALL.AND.I.WANT.IT.NOW!" Released 3/1/2000. #SLUS-00867.

- ❑ **Romance of the Three Kingdoms IV: Wall of Fire** **Koei** **\$15/R4**
Developed by Koei. Also available in "long box" packaging, which is a bit harder to find. Includes a map.

- ❑ **Romance of the Three Kingdoms VI: Awakening of the Dragon** **Koei** **\$20/R4**
Developed by Koei. Includes a map. Released 4/1/2000. #SLUS-00918.

- ❑ **Roscoe McQueen: Firefighter Extreme** **Psygnosis** **\$5/R3**
Developed by Sony. Released 10/1/1998. #SLUS-00750.

- ❑ **Roswell Conspiracies: Aliens, Myths, & Legends** **Ubi Soft** **\$3/R5**
Based on the animated TV series. Released 6/1/2001. #SLUS-01062.

- ❑ **RPG Maker** **Agetec** **\$15/R2**
Developed by Success. Make your own SNES-style RPG's and swap them with friends! Neat concept. Includes two instruction manuals. Mouse compatible. Released 8/1/2000. #SLUS-00640.

- ❑ **R-Type Delta** **Agetec** **\$10/R3**
Developed by Irem. EASTER EGGS: An invincible ship would certainly help matters. Pause a game in play. Hold L2 and press Right, Right, Left, Right, Left, Right, Left, Right, Left, Right, Down, Up, Down, Up, Down, R2. A sound will confirm. Released 8/1/1999. #SLUS-00877.

- ❑ **R-Types** **ASCII** **\$8/R3**
Developed by Irem. EASTER EGGS: Much like the R-Type Delta invincibility code, pause a game in play. Hold L2 and press Right, Right, Left, Right, Left, Right, Left, Right, Left, Right, Down, Up, Down, Up, Down, R2. A sound will confirm you did it right. Released 3/1/1999. #SLUS-00753.

- ❑ **Rugrats in Paris: The Movie** **T*HQ** **\$5/R3**
Developed by Avalanche. Released 11/1/2000. #SLUS-01116.

- ❑ **Rugrats Studio Tour** **T*HQ** **\$6/R3**
Released 12/1/1999. #SLUS-00880.

- ❑ **Rugrats: Search for Reptar** **T*HQ** **\$6/R1**
Also available in the "Greatest Hits" packaging. Released 11/1/1998. #SLUS-00650.

- ❑ **Rugrats: Totally Angelica** **T*HQ** **\$13/R3**
Released 4/1/2001. #SLUS-01364.

- ❑ **Runabout 2** **Hot-B** **\$7/R4**
Where's the first Runabout? It was released in the US as Felony 11-79. Released 5/1/2000. #SLUS-01135.

- ❑ **Running Wild** **Sony** **\$4/R4**
Developed by Blue Shift Inc. A unique racing game in which the contestants are on foot instead of in a vehicle. Multiplayer adapter compatible. Released 10/1/1998. #SCUS-94272.

- ❑ **Rush Down** **Electronic Arts** **\$5/R5**
Developed by Canal+ Multimedia/Virtual Stud. EASTER EGGS: To open up all of the game's tracks, go to the main menu and press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. All of the tracks will be available in Arcade Mode. Released 3/1/1999. #SLUS-00828.

- ❑ **Rush Hour** **Psygnosis** **\$3/R5**
Developed by Clockwork Games.

- ❑ **S.C.A.R.S.** **Ubi Soft** **\$3/R4**
Developed by Vivid Image. Multiplayer adapter compatible. Released 10/1/1998. #SLUS-00692.

- ❑ **Sabrina the Teenage Witch: A Twitch in Time** **Berkeley System** **\$8/R3**
Released 4/1/2001. #SLUS-01208.

- ❑ **SaGa Frontier** **Squaresoft** **\$10/R1**
Developed by Squaresoft. also known as "Square" and "SquareEnix". Released 3/1/1998. #SCUS-94230.

- ❑ **SaGa Frontier 2** **Squaresoft** **\$10/R1**
Developed by Squaresoft. also known as "Square" and "SquareEnix". Takes advantage of Sony PocketStation features. Released 2/1/2000. #SLUS-00933.

- ❑ **Saiyuki Journey West** **Koei** **\$15/R4**
Developed by Koei. Released 7/1/2001. #SLUS-01381.

- ❑ **Saltwater Sportfishing** **Take2 Interact** **\$5/R1**
Designed by Martin Jajam. Developed by Coresoft. Released 11/1/2001. #SLUS-01397.

- ❑ **Sammy Sosa High Heat Baseball 2001** **3DO** **\$5/R1**
a.k.a. High Heat Baseball 2001
Includes a miniature strategy guide. Released 3/1/2000. #SLUS-01063.

- ❑ **Sammy Sosa Softball Slam** **3DO** **\$2/R3**
Developed by Studio 3DO. Released 2/1/2000. #SLUS-01064.

- ❑ **Samurai Shodown Warrior's Rage** **SNK** **\$10/R3**
Developed by SNK. Released 1/1/2000. #SLUS-01039.

- ❑ **San Francisco Rush** **Midway** **\$3/R1**
Released 3/1/1998. #SLUS-00505.

- ❑ **Scooby-Doo and the Cyber Chase** **T*HQ** **\$5/R2**
Also available in the "Greatest Hits" packaging. Released 10/1/2001. #SLUS-01396.

- ❑ **Scrabble** **Hasbro Interact** **\$12/R3**
Developed by Runecraft. Multiplayer adapter compatible. Released 10/1/1999. #SLUS-00903.

- ❑ **Secret of Googol, The: Eggs All Around** **Lightspan** **\$6/R8**
Developed by Lightspan.

- ❑ **Secret of Googol, The: Googol Gulch - General Store, Match Arcade** **Lightspan** **\$6/R8**
Developed by Lightspan.

- ❑ **Secret of Googol, The: Googolfest - Arcade Isle, Moon, Feast Isle** **Lightspan** **\$6/R8**
Developed by Lightspan.

- ❑ **Secret of Googol, The:** **Lightspan** **\$6/R8**

Googolfest - Party Isle, Toy Isle			
Developed by Lightspan.			
☐	Secret of Googol, The: Reshaping Googol - Castle	Lightspan	\$6/R8
Developed by Lightspan.			
☐	Secret of Googol, The: Reshaping Googol - The Submarine	Lightspan	\$6/R8
Developed by Lightspan.			
☐	Secret of Googol, The: Reshaping Googol - The Tower	Lightspan	\$6/R8
Developed by Lightspan.			
☐	Secret of Googol, The: Reshaping Googol - Under the Ocean	Lightspan	\$6/R8
Developed by Lightspan.			
☐	Secret of Googol, The: The Googol Counting Fair - Corral, Fun House	Lightspan	\$6/R8
Developed by Lightspan.			
☐	Secret of Googol, The: The Googol Counting Fair - Midways	Lightspan	\$6/R8
Developed by Lightspan.			
☐	Sentient	Psygnosis	\$1/R3 -
Designed by Oil Wright, Tree, Craig Grounsell, Matthew Gabriel. Developed by Psygnosis. Released 4/1/1997. #SLUS-94110.			
☐	Sentinel Returns	Psygnosis	\$3/R5
Mouse compatible. Released 9/1/1998. #SLUS-00604.			
☐	Sesame Street Sports	NewKidCo	\$10/R2
Released 10/1/2001. #SLUS-01180.			
☐	Sesame Street: Elmo's Letter Adventure	NewKidCo	\$5/R3
Also available in the "Twin Pack" packaging. Released 3/1/1999. #SLUS-00621.			
☐	Sesame Street: Elmo's Number Journey	NewKidCo	\$5/R3
Also available in the "Twin Pack" packaging. Released 4/1/1999. #SLUS-00622.			
☐	Sesame Workshop Twin Pack	NewKidCo	\$12/R3
A "boxed set" containing the games Elmo's Letter Adventure and Elmo's Number Journey.			
☐	Shadow Madness	Crave	\$2/R1
Designed by Matthew Scott, Adam Schaeffer, Siang Lin Loo, Andy Yoder. Developed by Graveyard. A 2-CD set. The first print included a demo for Jade Cocoon and had a "3 CD" stamp on the cover. Later versions had no demo and "2 CD" instead. Early ads featured completely different artwork for the cover. Released 6/1/1999. #SLUS-00468/00718.			
☐	Shadow Man	Acclaim	\$1/R1
Released 9/1/1999. #SLUS-00895.			
☐	Shadow Master	Psygnosis	\$3/R3
Developed by Hammerhead Studios. Released 1/1/1998. #SLUS-00545.			
☐	Shadow Tower	Agetec	\$9/R3
Developed by Sinister Software. Released 12/1/1999. #SLUS-00863.			
☐	Shanghai: True Valor	Sunsoft	\$25/R7
Mouse compatible. Released 8/1/1999. #SLUS-00795.			
☐	Sheep	Empire	\$7/R3 +
Developed by Empire Interactive. Released 11/1/2000. #SLUS-01298.			
☐	Shellshock	US Gold	\$3/R5
Also available in "long box" packaging. Released 4/1/1996. #SLUS-00031.			
☐	ShipWreckers!	Psygnosis	\$4/R5
Developed by The Wheelhaus. Multiplayer adapter compatible. Released 10/1/1997. #SLUS-00558.			
☐	Shockwave Assault	Crystal Dynam	\$8/R5
A 2-CD set. Also available in "long box" packaging. Released 11/1/1995. #SLUS-00028/00137.			
☐	Shooter: Space Shot	Tommo	\$5/R2
Developed by Agetec/A1 Games. Shooter/Horizontal Scrolling. Released 1/1/2001. #SLUS-01308.			
☐	Shooter: Starfighter Sanvein	Tommo	\$5/R2
Developed by Agetec/A1 Games. Released 2/1/2001. #SLUS-01302.			
☐	Shrek Treasure Hunt	TDK	\$10/R1
Released 10/1/2002. #SLUS-01463.			
☐	Silent Bomber	Bandai	\$20/R6 +
Released 2/1/2000. #SLUS-00902.			
☐	Silent Hill	Konami	\$8/R1 +
Developed by Konami. Useless trivia: Many of the street names were named after horror authors. Also available in the "Greatest Hits" packaging. Action/Survival Horror.			
☐	Silhouette Mirage	Working Designs	\$8/R3
Developed by Treasure. Also includes a Lunar 2 preview movie. Released 1/1/2000. #SLUS-00728.			
☐	Silverload	Vic Tokai	\$25/R7
Developed by Millennium Interactive. Available in "long box" packaging. Slightly easier to find on eBay, but not by much. Mouse compatible. Released 6/1/1996. #SLUS-00050.			
☐	Sim Theme Park	Electronic Arts	\$5/R1
Developed by Bullfrog. Released 2/1/2000. #SLUS-01069.			
☐	SimCity 2000	Maxis	\$7/R2
Designed by Greg Kearney. Also available in the "Greatest Hits" packaging. Mouse compatible. Released 7/1/1996. #SLUS-00113.			
☐	Simpsons Wrestling, The	Activision	\$7/R2
Developed by Big Ape Productions. Released 4/1/2001. #SLUS-01227.			
☐	Skeleton Warriors	Playmates	\$5/R3
Developed by Neversoft. Also available in "long box" packaging. EASTER EGGS: Fly through the game without taking damage. Pause a game in play then press Down, Circle, Square, Square, Up, X. Resume play and annihilate your enemies. Released 5/1/1996. #SLUS-00209.			
☐	Skull Monkeys	Electronic Arts	\$19/R3
a.k.a. Klaymen Klaymen 2 (Japan)			
Developed by Dreamworks. Sequel to the PC game The Neverhood. Released 2/1/1998. #SLUS-00601.			
☐	Skydiving Extreme	Natsume	\$5/R2

Developed by Banpresto. Released 7/1/2001. #SLUS-01392.

- ☐ **Slam 'N Jam '96** **Crystal Dynam** **\$2/R3**
Developed by Left Field Edition. Available in "long box" packaging. Also available packaged in a jewel case as "Slam 'N Jam Signature Edition." Multiplayer adapter compatible. Released 5/1/1996. #SLUS-00022.
- ☐ **Slam 'N Jam Signature Edition** **Crystal Dynam** **\$2/R4**
Developed by Left Field Edition. Game is packaged in jewel case. Appears to be same as Slam 'N Jam '96, but "Signature Edition" appears on cover. Multiplayer adapter compatible. #SLUS-00022.
- ☐ **Slamscape** **Viacom** **\$8/R5**
Released 10/1/1996. #SLUS-00080.
- ☐ **Sled Storm** **Electronic Arts** **\$5/R1 +**
Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Multiplayer adapter compatible. EASTER EGGS: To unlock the extra tracks "Glacial Grind", "Goat's Bluff", "Perilous Pass", and "Lost Peak", go to the password entry screen and press Square, X, R2, Square, Circle, R1, Circle, Triangle. Released 8/1/1999. #SLUS-00095.
- ☐ **Slots** **Activision** **\$15/R2**
Developed by Masque. Reproduces forty authentic slot machines. #SLUS-01555.
- ☐ **Small Soldiers** **Electronic Arts** **\$7/R3**
Developed by Dreamworks. Based on the movie. Features the vocal talents of Tommy Lee Jones. EASTER EGGS: Small Invincible Soldiers, please. Enter this at the password screen: Circle, Circle, Triangle, Triangle, Circle, X, Square, X. Released 10/1/1998. #SLUS-00781.
- ☒ **Smurf Racer** **Infogrames** **\$7/R1**
Released 3/1/2001. #SLUS-01359.
- ☐ **Smurfs, The** **Infogrames** **\$19/R5**
Released 12/1/1999. #SLUS-01008.
- ☐ **Sno-Cross Championship Racing** **Crave** **\$1/R2**
Developed by UDS. Released 8/1/2000. #SLUS-01093.
- ☐ **Snowboarding** **Tommo** **\$5/R3**
Developed by Agatec/A1 Games. Released 1/1/2001. #SLUS-01287.
- ☐ **Sol Divide** **XS Games** **\$10/R2**
Developed by Psikyo.
- ☐ **Sorcerer's Maze** **Jack/All Games** **\$7/R3**
- ☒ **Soul Blade** **Namco** **\$7/R1**
Also available in the "Greatest Hits" packaging. Released 1/1/1997. #SLUS-00240.
- ☐ **Soul of the Samurai a.k.a. Shogun Assassins (Original Name)** **Konami** **\$4/R2**
Developed by Konami. Released 8/1/1999. #SLUS-00822.
- ☐ **South Park** **Acclaim** **\$4/R1**
Developed by Appaloosa Interactive. Originally planned to be a "Lost Vikings"-style puzzle game instead of a first-person shooter. Released 9/1/1999. #SLUS-00936.
- ☐ **South Park Rally** **Acclaim** **\$3/R1**
Released 1/1/2000. #SLUS-00984.
- ☐ **South Park: Chef's Luv Shack** **Acclaim** **\$2/R1**
Multiplayer adapter compatible. #SLUS-00997.

- ☐ **Soviet Strike** **Electronic Arts** **\$2/R1**
Also available in the "Greatest Hits" packaging. Released 10/1/1996. #SLUS-00061.
- ☐ **Space Griffon V-9** **Atlus** **\$7/R3**
Available in "long box" packaging. Released 11/1/1995. #SLUS-00153.
- ☐ **Space Hulk: Vengeance of the Blood Angels** **Electronic Arts** **\$8/R3**
Designed by Nick Wilson, Mike Richardson, Tony Summerhayes. Developed by Key Game. Based on the Games Workshop board game. Released 7/1/1996. #SLUS-00205.
- ☐ **Space Invaders** **Activision** **\$7/R1**
Developed by Z-Axis. Original arcade game designed by Toshihiro Nishikado. Released 9/1/1999. #SLUS-00928.
- ☐ **Space Jam** **Acclaim** **\$5/R3**
Developed by Accolade. Based on the movie. Multiplayer adapter compatible. Released 11/1/1996. #SLUS-00243.
- ☐ **Spawn: The Eternal** **Sony** **\$4/R2 -**
Designed by Brandon Bogle, Tim Monk, Mike Acton, Joe Wilkerson. Developed by Sony. Based on the comic book. Available in both a regular and a "chrome" cover variation. The chrome version is a bit harder to find. Released 12/1/1997. #SLUS-94204.
- ☐ **Spec Ops: Airborne Commando** **Take2 Interact** **\$8/R1**
Developed by Big Grub.
- ☐ **Spec Ops: Covert Assault** **Take2 Interact** **\$5/R1**
Developed by Runecraft. Released 10/1/2001. #SLUS-01420.
- ☐ **Spec Ops: Ranger Elite** **Take2 Interact** **\$3/R1**
Designed by Stephen D Lodge. Developed by Runecraft. Released 4/1/2001. #SLUS-01299.
- ☐ **Spec Ops: Stealth Patrol** **Take2 Interact** **\$1/R1**
Designed by John Williamson. Developed by Runecraft. Released 4/1/2000. #SLUS-01131.
- ☐ **Speed Punks a.k.a. Speed Freaks (PAL)** **Sony** **\$2/R1**
Developed by Funcom. Multiplayer adapter compatible. Released 4/1/2000. #SCUS-94563.
- ☐ **Speed Racer** **Jaleco** **\$24/R7**
Released 3/1/1998. #SLUS-00613.
- ☐ **Speedball 2100** **Empire** **\$1/R1**
Released 10/1/2000. #SLUS-01218.
- ☐ **Spice World** **Psygnosis** **\$2/R1**
Developed by Psygnosis. EASTER EGGS: Here's that "nude code" you've probably heard about. At the globe menu, hold the Start button and press Circle, Triangle, Triangle, Circle. Next, press L1 + L2 + R1 + R2 + Start + Select simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls, naked. Released 7/1/1998. #SLUS-00723.
- ☐ **Spider** **Xing Entertain** **\$5/R4**
Released 1/1/1997. #SLUS-00230.
- ☐ **Spider-Man** **Activision** **\$3/R1 +**
Developed by Neversoft. Features the voice of Stan Lee. Also available in the "Greatest Hits" packaging. EASTER EGGS: You have to love a game that has an unhidden cheat menu. From the main menu, select "Special," then select "Cheats." "EEL NATS" unlocks almost everything. "RUSTCRST" makes you invincible, and "STRUDEL" give you infinite webbing. Released 8/1/2000. #SLUS-00875.

- Spider-Man 2: Enter Electro** **Activision** **\$3/R1**
Developed by Vicarious Visions. Also available in the "Greatest Hits" packaging. Rumor has it that the first printing included a fight on top of the World Trade Center at the end of the game. After 9/11, this was supposedly removed and replaced with two generic buildings. **EASTER EGGS:** Like the original, there is an unhidden cheat menu. From the main menu, select "Special," then select "Cheats." "AUNTMARY" unlocks level select, all of the costumes, gallery items and training items. "VISIONS" opens "What If" mode. Released 10/1/2001. #SLUS-01378.
- Spin Jam** **Take2 Interact** **\$2/R2**
Developed by Empire Interactive. Mouse compatible. Released 8/1/2000. #SLUS-01250.
- Spongebob Squarepants: T HQ** **\$5/R2**
Sponge
Also available in the "Greatest Hits" packaging. Released 10/1/2001. #SLUS-01352.
- Sports Car GT** **Virgin** **\$5/R2**
a.k.a. Sports Car Supreme GT
Developed by Point of View. Released 2/1/1999. #SLUS-00655.
- Sports Superbike 2** **Mud Duck** **\$5/R3**
Developed by Midas Interactive. Where's part 1? Over in Europe. Released 6/1/2002. #SLUS-01459.
- Spot Goes to Hollywood** **Virgin** **\$7/R7**
Released 10/1/1996. #SLUS-00014.
- Spyro 2: Ripto's Rage** **Sony** **\$5/R1**
a.k.a. Spyro 2: Gateway to Glimmer (PAL)
Available in regular and "foil" variations. Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Released 11/1/1999. #SCUS-94425.
- Spyro Collector's Edition** **Sony** **\$30/R2**
A "box set" containing the games Spyro, Spyro 2, and Spyro: Year of the Dragon. Each game has its own jewel case.
- Spyro the Dragon** **Sony** **\$9/R1**
Developed by Insomniac Games. Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Released 9/1/1998. #SCUS-94228.
- Spyro: Year of the Dragon** **Sony** **\$5/R1**
Also available in a "lenticular" cover variation. Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Released 10/1/2000. #SCUS-94467.
- Star Fighter** **Acclaim** **\$5/R7**
a.k.a. Star Fighter 3000 (Japan)
Developed by Studio 3DO. Released 9/1/1996. #SLUS-00241.
- Star Gladiator** **Capcom** **\$2/R3**
Also available in the "Fighter's Edge" packaging. Released 11/1/1996. #SLUS-00372.
- Star Ocean: The Second Story** **Sony** **\$10/R2**
Developed by Enix. A 2-CD set. Sequel to the Japanese SNES game Star Ocean. Released 6/1/1999. #SCUS-94421.
- Star Trek: Invasion** **Activision** **\$4/R3**
Developed by Warthog. Based on the movie. **EASTER EGGS:** Let's go ahead and unlock everything. At the "Stellar Cartography" screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly. Released 8/1/2000. #SLUS-00924.
- Star Wars Episode I: Jedi Power Battles** **LucasArts** **\$5/R1**
Developed by LucasArts. Also available in the "Greatest Hits" packaging. Two cover versions: One features Obi-Won and Mace Windu, and the other included an insert with two crossed light sabers. Released 4/1/2000. #SLUS-01046.
- Star Wars Episode I: The Phantom Menace** **LucasArts** **\$5/R1**
Developed by Big Ape Productions. Also available in the "Greatest Hits" packaging. Released 9/1/1999. #SLUS-00884.
- Star Wars: Dark Forces** **LucasArts** **\$7/R2**
Developed by LucasArts. Imagine "Star Wars" meets "Doom". Also available in the "Greatest Hits" packaging. Shooter/First-Person Shooter. Released 11/1/1996. #SLUS-00297.
- Star Wars: Demolition** **LucasArts** **\$7/R1**
Developed by Luxoflux. By the same developers who brought us the "Vigilante 8" series, so it's no surprise that this vehicle combat game plays quite a lot like the games from the V8 series. **EASTER EGGS:** Hidden characters? Rubbish. At the main menu, select "Options," then "Preferences." Next, press R1 + L1 and a passcode entry interface will appear. Enter "WATTO_SHOP" to unlock them. Released 11/1/2000. #SLUS-01183.
- Star Wars: Masters of Teras Kasi** **LucasArts** **\$7/R2 - Kasi**
A 3D tournament-style fighting game using Star Wars characters. Fighting/Tournament Style. Released 11/1/1997. #SLUS-00562.
- Star Wars: Rebel Assault II** **LucasArts** **\$5/R1**
A 2-CD set. Also available in the "Greatest Hits" packaging. Released 11/1/1996. #SLUS-00381/00386.
- Starblade Alpha** **Namco** **\$12/R7**
Available in "long box" packaging. Mouse compatible. #SLUS-00057.
- StarWinder: The Ultimate Space Race** **Mindscape** **\$5/R4**
Released 10/1/1996. #SLUS-00094.
- Steel Harbinger** **Mindscape** **\$3/R3 -**
Released 10/1/1996. #SLUS-00093.
- Steel Reign** **Sony** **\$7/R5**
Designed by Bill Stanton, Ken Brouse, Jeff Davies, Mark Fitman. Developed by Chantemare Creations. **EASTER EGGS:** Invincibility, please. At the main menu, press L2, L1, R2, Circle, Square, Circle, Circle, L1, L2, L1. Released 9/1/1997. #SCUS-94902.
- Str.at.e.s Analogy-ology!** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Str.at.e.s Match-A-Batch** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Str.at.e.s Matchmania!** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Str.at.e.s Parallel Lives!** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Str.at.e.s Riddle Roundup!** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Str.at.e.s Riddle Wrangler!** **Lightspan** **\$6/R8**
Developed by Lightspan.
- Str.at.e.s Title This! Title That!** **Lightspan** **\$6/R8**
Developed by Lightspan.

- ☐ **Str.at.e.s Titlerama!** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ **Streak Hoverboard Racing** **Infogrames** **\$5/R3**
a.k.a. Streak (original name)
Developed by SingleTrac. Multiplayer adapter and System Link compatible. Released 11/1/1998. #SLUS-00629.
- ☐ **Street Fighter Alpha 2** **Capcom** **\$5/R3**
Developed by Capcom. Also available in the "Fighter's Edge" packaging. Released 10/1/1996. #SLUS-00258.
- ☐ **Street Fighter Alpha 3** **Capcom** **\$10/R1 +**
Developed by Capcom. Also available in the "Greatest Hits" packaging. Takes advantage of Sony PocketStation features. Released 5/1/1999. #SLUS-00821.
- ☐ **Street Fighter Alpha: Warriors' Dreams** **Capcom** **\$7/R5**
Developed by Capcom. Available in "long box" packaging. #SLUS-00197.
- ☒ **Street Fighter Collection** **Capcom** **\$30/R5**
Developed by Capcom. A 2-CD set. Compilation disc containing the games Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold. Also available in the "Fighter's Edge" packaging. Released 11/1/1998. #SLUS-00423/00584.
- ☐ **Street Fighter Collection 2** **Capcom** **\$35/R6**
a.k.a. Capcom Generation 5 (Japan)
Developed by Capcom. Compilation disc containing the games Street Fighter II, Street Fighter II: Champion Edition, and Street Fighter II: Turbo Hyper Fighting. Released 12/1/1997. #SLUS-00746.
- ☐ **Street Fighter EX Plus Alpha** **Capcom** **\$3/R1**
Developed by Arika. Also available in the "Fighter's Edge" packaging. Released 11/1/1997. #SLUS-00548.
- ☐ **Street Fighter EX2 Plus** **Capcom** **\$6/R3**
Developed by Arika. EASTER EGGS: Lots of buttons here but you can unlock all of the characters with this sequence. At the "Mode Select" screen, move the cursor to "Bonus Game," then press Select (x2), Up, Select (x4), Up, Select, Left, Select (x5). You can also unlock all of the bonus games from the same spot. Press Select (x5), Left, Select (x3), Up, Select, Right, Select (x2). Released 5/1/2000. #SLUS-01105.
- ☐ **Street Fighter: The Movie** **Capcom** **\$8/R5 -**
Available in "long box" packaging. LANDMARK: This was a launch title in the US. #SLUS-00041.
- ☐ **Street Racer** **Ubi Soft** **\$3/R3**
Developed by Vivid Image. Multiplayer adapter compatible. Released 10/1/1996. #SLUS-00099.
- ☐ **Street Racquetball** **Tommo** **\$10/R2 -**
Developed by Highwaystar. #SLIS-01450.
- ☐ **Street Sk8ter** **Electronic Arts** **\$3/R1**
Developed by Micro Cabin. EASTER EGGS: To unlock all of the game's courses, go to the main menu and press Right, Circle, Square, Left, Square, Circle, R1, L1. Released 5/1/1999. #SLUS-00818.
- ☐ **Street Sk8ter 2** **Electronic Arts** **\$3/R1**
Developed by Micro Cabin. Multiplayer adapter compatible. EASTER EGGS: To unlock all of the game's courses, go to the main menu and press Left, Right, Left, Right, Circle, Circle, R1, Square. Released 2/1/2000. #SLUS-01083.
- ☐ **Strider 2** **Capcom** **\$7/R2**
A 2-CD set. One of the discs is actually Strider 1. Some versions had the disc labels accidentally printed on the wrong discs! Released 7/1/2000. #SLUS-01142/01163.
- ☐ **Strike Point** **Amer Technos** **\$5/R7**
Designed by Simon Lacey, Adrian Jones, Chris Nash, Pete Wake. Developed by Elite Systems. American Technos is the US "arm" of Technos. Released 9/1/1996. #SLUS-00139.
- ☐ **Striker 1945** **Agatec** **\$6/R3**
Developed by Psikyo. Released 3/1/2001. #SLUS-01337.
- ☐ **Striker '96** **Acclaim** **\$7/R4**
Available in "long box" packaging. Multiplayer adapter compatible. Released 2/1/1996. #SLUS-00210.
- ☐ **Striker Pro 2000** **Infogrames** **\$10/R7**
Released 3/1/2000. #SLUS-01078.
- ☐ **Stuart Little 2** **Sony** **\$8/R1**
Developed by Magenta. Released 7/1/2002. #SCUS-94669.
- ☐ **Suikoden** **Konami** **\$18/R3**
Loosely based on a Japanese legend. Released 12/1/1996. #SLUS-00292.
- ☐ **Suikoden II** **Konami** **\$75/R4**
If you own the first Suikoden game, have found all 108 characters, and have the save file on your memory card, you'll see a neat little surprise towards the end of the game. Released 9/1/1999. #SLUS-00958.
- ☐ **Super Bubble Pop** **Jaleco** **\$10/R2**
Developed by Runicraft. Released 12/2/2004. #SLUS-01528.
- ☒ **Super Puzzle Fighter II Turbo** **Capcom** **\$25/R3 +**
Originally much tougher to find, a recent re-release has made this title much easier to find. Released 1/1/1997.
- ☐ **Super Shot Soccer** **Tecmo** **\$10/R4**
Developed by Tecmo. Released 6/1/2002. #SLUS-01464.
- ☐ **Superbike 2000** **Electronic Arts** **\$5/R2**
Developed by Climax Graphics. Released 2/1/2000. #SLUS-01052.
- ☐ **Supercross** **Electronic Arts** **\$3/R3**
Released 1/1/2001. #SLUS-01319.
- ☐ **Supercross 2000** **Electronic Arts** **\$1/R1**
Released 12/1/1999. #SLUS-01005.
- ☐ **SuperCross Circuit** **989 Studios** **\$5/R3**
Developed by Idol Minds. Released 11/1/1999. #SCUS-94453.
- ☐ **Superstar Dance Club** **XS Games** **\$10/R2**
- ☐ **Surf Riders** **Ubi Soft** **\$3/R3**
Developed by Ubi Soft. Released 7/1/2000. #SLUS-01190.
- ☐ **SUV Mania** **Take2 Interact** **\$8/R3**
- ☐ **Swagman** **Eidos** **\$2/R3**
Developed by Core Design. Released 8/1/1997. #SLUS-00151.
- ☐ **Sydney 2000** **Eidos** **\$2/R1**
Developed by Attention to Detail. #SLUS-01177.
- ☐ **Syndicate Wars** **Electronic Arts** **\$8/R7**
Developed by Bullfrog. Mouse compatible. Released 7/1/1997. #SLUS-00262.
- ☐ **Syphon Filter** **989 Studios** **\$5/R1 +**
Designed by Richard Ham, Darren Yager, Jeff Ross, John Garvin. Developed by Eidetic. Also available in the "Greatest Hits" packaging. EASTER EGGS: To max out your weapons, pause a

- game in play. Highlight "Weapons" at the pause menu, hold Right + L2 + R2 + Square + Circle and press X. Released 2/1/1999. #SCUS-94240.
- Q Syphon Filter 2** 989 Studios \$4/R1
Developed by Eidetic. A 2-CD set. Also available in the "Greatest Hits" packaging. Released 5/1/2000. #SCUS-94451.
- Q Syphon Filter 3** 989 Studios \$14/R1
Developed by Eidetic. Includes a "Weapons Manual." Has two cover variants, one with the characters' heads and another with an American flag. The flag version is rarer. Released 11/1/2001. #SCUS-94640.
- Q T.R.A.G.: Mission of Mercy** Sunsoft \$5/R3
a.k.a. Hard Edge (Japan)
Developed by SunSoft. Released 4/1/1999. #SLUS-00813.
- Q Tactics Ogre** Atlus \$50/R5 +
Developed by Quest. Role-Playing/Turn-Based/Battle-Centric. Released 5/1/1998. #SLUS-00506.
- Q Tai Fu: Wrath of the Tiger** Activision \$3/R2
Developed by Dreamworks. Released 3/1/1999. #SLUS-00787.
- Q Tail Concerto** Atlus \$9/R3
Developed by Bandal. Released 10/1/1999.
- Q Tail of the Sun** Sony \$10/R7
a.k.a. Wild, Pure, Simple Life (Japan)
Developed by Artidink. Quite possibly one of the strangest games ever. Play as a caveman and try to improve your village, or you can just wander around and not do anything. It's up to you. Includes ten music CD tracks. Released 4/1/1997. #SLUS-94607.
- Q Tales of Destiny** Namco \$24/R5
Developed by Namco. Sequel to the Japanese SNES game Tales of Phantasia. Released 9/1/1998. #SLUS-00626.
- Q Tales of Destiny 2** Namco \$18/R3
Developed by Namco. A 3-CD set. Multiplayer adapter compatible. Released 10/1/2004. #SLUS-01355/01367-8.
- Q Tail: Infinity** Tommo \$10/R2
Developed by Agetec/A1 Games. #SLUS-01547.
- Q Tarzan (Disney's)** Disney \$1/R1
Developed by Eurocom. Also available in the "Greatest Hits" and "Collector's Edition" packaging. Later again re-released by Take2 Interactive without the "GH" logo. Features the vocal talents of Tony Goldwyn. EASTER EGGS: There is a cheat menu built into the game. At the main menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Down, Down, Down. A new menu item, "Cheats" will appear. Released 6/1/1999. #SCUS-94456/SLUS-01537 (Take2).
- Q Team Buddies** Midway \$25/R8
a.k.a. Legbits
Released 3/1/2000. #SLUS-00869.
- Q Team Losi: RC Racer** Fox Interactive \$10/R6
Developed by Gremlin. Released 10/1/1998. #SLUS-00666.
- Q Tecmo Stackers** Tecmo \$10/R5
Released 9/1/1997. #SLUS-00315.
- Q Tecmo Super Bowl** Tecmo \$10/R5
Multiplayer adapter compatible. Released 9/1/1996. #SLUS-00070.
- Q Tecmo World Golf** Tecmo \$10/R5
Play 101 courses in Japan! Also available in "long box" packaging. Released 6/1/1996. #SLUS-00299.
- Q Tecmo's Deception** Tecmo \$8/R3 +
a.k.a. Devil's Deception (Europe)
Followed by two sequels. Released 11/1/1996. #SLUS-00340.
- Q Tekken** Namco \$5/R1
Based on the 1994 Namco coin-op. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. LANDMARK: This is the first PSX game to sell over a million units. Released 10/1/1995. #SLUS-00006.
- Q Tekken 2** Namco \$5/R1 +
Based on the 1995 Namco coin-op. Also available in the "Greatest Hits" packaging. Released 8/1/1996. #SLUS-00213.
- Q Tekken 3** Namco \$6/R1 +
Based on the 1997 Namco coin-op. Also available in the "Greatest Hits" packaging. Released 4/1/1998. #SLUS-00402.
- Q Tempest X3** Interplay \$10/R5 +
Developed by Atari. Very similar to the Jaguar version (Tempest 2000, which preceded this one). Mouse compatible. EASTER EGGS: There are hidden game modes "Tempest Plus" and "Tempest 2000" (Jaguar version) in the game. Unfortunately, you'll have to earn them as you must score over 500,000 points to get there. Once you do, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. You'll find the new game modes at the main menu. Released 11/1/1996. #SLUS-00283.
- Q Ten Pin Alley** ASC Games \$6/R1 +
Developed by Adrenalin Entertainment. Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 11/1/1996. #SLUS-00377.
- Q Tenchu 2: Birth of the Assassins** Activision \$6/R1
EASTER EGGS: To unlock all of the items in the game, At the "Items" screen, press Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2.
- Q Tenchu: Stealth Assassins** Activision \$1/R1 +
Developed by Sony. Also available in the "Greatest Hits" packaging. Includes extra missions not found in the Japanese version. EASTER EGGS: There's a hidden debug mode that allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more. At any time during the game, press Start to pause, then hold L1 + R2 and press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 + R2 and press L1, R1, L2, R2, then press Start to unpause. Now you can call up a programmers debug menu at any time during the game by pressing L2 + R2. Released 9/1/1998. #SLUS-00706.
- Q Tennis** Tommo \$1/R1
a.k.a. All-Star Tennis (Europe), Simple 1500 Series Vol. 26: The Tennis (Japan)
Developed by Agetec/A1 Games. Multiplayer adapter compatible. Released 6/1/2001. #SLUS-01348.
- Q Tennis Arena** Ubi Soft \$10/R2
Developed by Smart Dog. Multiplayer adapter compatible. Released 3/1/1998. #SLUS-00596.
- Q Test Drive 4** Infogrames \$5/R3
Developed by Pitbull Syndicate. Also available in the "Greatest Hits" packaging. Supports multiple-system linking. Released 10/1/1997. #SLUS-00487.
- Q Test Drive 5** Infogrames \$4/R1
Developed by Pitbull Syndicate. Also available in the "Greatest Hits"

packaging. Soundtrack features music by Fear Factory, Gravity Kills, Junkie XL, KMFDM, and Pitchshifter. Released 10/1/1998. #SLUS-00610.

- ☐ Test Drive 6** **Infragames** **\$5/R1**
Developed by Pitbull Syndicate. EASTER EGGS: To unlock all of the game's tracks, enter your name as "ERERTH". To unlock all of the cars, enter the name "DFGY". Released 12/1/1999. #SLUS-00839.
- ☐ Test Drive Le Mans** **Infragames** **\$5/R3**
EASTER EGGS: The first pressing of this game actually had a South Park PC video accidentally included! Load the CD on your PC and look for the ZDDUMMY.DAT file. If it's there, you can watch this vile little "extra". Released 3/1/2000. #SLUS-01077.
- ☐ Test Drive Off-Road** **Infragames** **\$5/R1**
Also available in the "Greatest Hits" packaging. Supports multiple-system linking. Released 3/1/1997. #SLUS-00396.
- ☐ Test Drive Off-Road 2** **Infragames** **\$5/R1**
Developed by Pitbull Syndicate. EASTER EGGS: Let's unlock all of the game's vehicles. At the main menu, hold Select and press L1, Left, L2, Right, L2, Left, L1, L1. Released 10/1/1998. #SLUS-00609.
- ☐ Test Drive Off-Road 3** **Infragames** **\$5/R1**
Developed by Infragames. EASTER EGGS: There's an unhidden cheat menu that you can turn cheats on or off from, and there's a master cheat code that unlocks all of them at once. From the main menu, select "Arcade." At the "Name Entry" screen, enter "ZAKARY X". Released 11/1/1999. #SLUS-00840.
- ☐ Tetris Plus** **Jaleco** **\$12/R1**
Developed by Jaleco. Based on the 1997 Jaleco coin-op. Also available in the "Greatest Hits" packaging. Also available in the "Greatest Hits" packaging with a gold foil cover. Released 10/1/1996. #SLUS-00338.
- ☐ Theme Hospital** **Electronic Arts** **\$30/R5**
Developed by Bullfrog. Released 4/1/1998. #SLUS-00275.
- ☐ Theme Park** **Electronic Arts** **\$8/R3**
Developed by Bullfrog. Also available in "long box" packaging. EASTER EGGS: Enter your nickname as "BOVINE" and start a new park. When the game starts, press Square + X + Circle simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game. Released 10/1/1995. #SLUS-00017.
- ☐ Thousand Arms** **Atlus** **\$22/R5**
Developed by Red. A 2-CD set. Released 10/1/1999. #SLUS-00845/00858.
- ☐ Thrasher Presents Skate and Destroy** **Rockstar Games** **\$5/R2**
Developed by Z-Axis. Released 12/1/1999. #SLUS-00935.
- ☐ Threads of Fate** **Squaresoft** **\$11/R1**
a.k.a. DewPrism (Japan)
Developed by Squaresoft. Also known as "Square" and "SquareEnix". Released 7/1/2000. #SLUS-01019.
- ☐ Three Decoders, The: Key to the Carousel** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ Three Decoders, The: Riddle of the Ring** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ Three Stooges, The** **Metro3D** **\$10/R3**
Developed by Cinemaware. Based on the old PC game, believe it or

not! Released 1/1/2003. #SLUS-01486.

- ☐ Thunder Force V: Perfect System** **Working Designs** **\$8/R4 + System**
Developed by Techno Soft. Released 11/1/1998. #SLUS-00727.
- ☐ Thunder Strike 2** **US Gold** **\$7/R4**
a.k.a. Thunderhawk 2: Firestorm (Japan, Europe)
Developed by Core Design. Also available in "long box" packaging. Later reprinted by Eidos.
- ☐ Thunder Truck Rally** **Psygnosis** **\$5/R5**
Released 6/1/1997. #SCUS-94352.
- ☐ Tiger Woods PGA Tour Golf 2000** **Electronic Arts** **\$3/R1**
Developed by EA Sports. Multiplayer adapter compatible. Released 1/1/2000. #SLUS-01054.
- ☐ Tiger Woods PGA Tour Golf 2001** **Electronic Arts** **\$5/R1**
Developed by EA Sports. Multiplayer adapter compatible. Released 11/1/2000. #SLUS-01273.
- ☐ Tiger Woods PGA Tour Golf '99** **Electronic Arts** **\$1/R1**
Developed by EA Sports. Multiplayer adapter compatible. Released 12/1/1998. #SLUS-00785.
- ☐ Tigershark** **GT Interactive** **\$6/R3**
Released 3/1/1997. #SLUS-00346.
- ☐ Tiggy's Honey Hunt** **NewKidCo** **\$11/R3**
Also available in the "Collector's Edition" packaging. Released 8/1/2000. #SLUS-01210.
- ☐ Time Commando** **Activision** **\$3/R1 -**
Designed by Frederick Raynal, Didier Chanfray, Olivier Lhermite. Developed by Adeline Software. Released 9/1/1996. #SLUS-00342.
- ☐ Time Crisis** **Namco** **\$6/R1**
Developed by Namco. Also available packaged with the GunCon. Increase value to \$30 for this version. Light Gun compatible. EASTER EGGS: There is a hidden menu that allows you to start with up to nine lives, gain infinite continues and never have to reload. You want that. At the title screen, shoot the black area in the upper portion of the letter R in the Time Crisis logo two times, then shoot the center of the target next to the letter "E" two times. Released 11/1/1997. #SLUS-00405.
- ☐ Time Crisis 2: Project Titan** **Namco** **\$10/R3**
Developed by Namco. Also available packaged with the GunCon. Increase value to \$30 for this version. Light Gun compatible. Released 5/1/2001. #SLUS-01336.
- ☐ Timeless Jade Trade** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ Timeless Math: Brainswarm** **Lightspan** **\$6/R8**
- ☐ Timeless Math: Lunar Base** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ Timeless Math: Maya - King Jaguar's Village** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ Timeless Math: Maya - Observatory** **Lightspan** **\$6/R8**
Developed by Lightspan.
- ☐ Timeless Math: Maya - Search and Rescue** **Lightspan** **\$6/R8**
Developed by Lightspan.

- Timeless Math: Rover Recovery** Lightspan \$6/R8
- Timeless Math: Space Flight Rescue** Lightspan \$6/R8
- Tiny Tank** Sony \$2/R1
Developed by Appaloosa Interactive. Released 9/1/1999. #SCUS-94427.
- Tiny Toon Adventures: Plucky's Big Adventure** Conspiracy \$6/R2
Designed by Phil Gaskell. Developed by Warthog. Based on the animated TV series. Released 9/1/2001. #SLUS-01393.
- Tiny Toon Adventures: The Great Beanstalk** NewKidCo \$6/R2
a.k.a. **The Great Beanstalk**
Developed by Terraglyph Interactive Studios. Based on the animated TV series. Released 11/1/1998. #SLUS-00638.
- Tiny Toons: Toonenstein - Dare to Scare** Vatical \$7/R4
Developed by Terraglyph Interactive Studios. Based on the animated TV series. #SLUS-00967.
- TNN Motor Sports Hardcore 4x4** ASC Games \$3/R2
a.k.a. **Deka Yonku: Tough the Truck (Japan)**
Also available in the "Greatest Hits" packaging. Released 9/1/1996. #SLUS-00089.
- TNN Motor Sports Hardcore TR** ASC Games \$5/R3
Developed by Eutechnyx. EASTER EGGS: Check out the hidden mini-game "Roids". At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits". Released 11/1/1999. #SLUS-00980.
- Tobal No. 1** Squaresoft \$10/R2
Includes a playable demo of Final Fantasy VII, also known as "Square" and "SquareEnix". Released 10/1/1996. #SCUS-94208.
- TOCA 2: Touring Car Championship** Activision \$6/R4
Developed by Codemasters. Released 12/1/1999. #SLUS-00996.
- TOCA Touring Car Championship** 3DO \$2/R3
Developed by Codemasters. EASTER EGGS: To unlock all of the game's tracks, enter your name as "JHAMMO". Change the game's look by entering your name as "CMMICRO". Released 8/1/1998. #SLUS-00611.
- Tokyo Highway Battle** Jaleco \$2/R2
Released 8/1/1996. #SLUS-00229.
- Tom & Jerry in House Trap** NewKidCo \$5/R2
Released 11/1/2000. #SLUS-01191.
- Tom Clancy's Rainbow Six** Ubi Soft \$5/R1
Developed by Rebellion. Also available in the "Greatest Hits" packaging. EASTER EGGS: Invincibility, anyone? From the main menu, hold L1 and press Square, X, Triangle, Triangle, X, Square, Circle. Released 11/1/1999. #SLUS-00947.
- Tom Clancy's Rainbow Six: Lone Wolf** Ubi Soft \$5/R2
#SLUS-01472.
- Tom Clancy's Rainbow Six: Rogue Spear** Ubi Soft \$5/R1

Developed by Saffire. Released 3/1/2001. #SLUS-01108.

- Tomb Raider** Eidos \$4/R1 +
a.k.a. **Tomb Raiders (Japan)**
Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Released 11/1/1996. #SLUS-00152.
- Tomb Raider Collector's Edition** Eidos \$15/R2
Developed by Elixir Studios. A "boxed set" containing the games Tomb Raider, Tomb Raider II, and Tomb Raider III.
- Tomb Raider II** Eidos \$5/R1
Developed by Core Design. Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Released 11/1/1997. #SLUS-00437.
- Tomb Raider III: The Adventures of Lara Croft** Eidos \$5/R1
Developed by Core Design. Also available in the "Greatest Hits" packaging. Also available in the "Collector's Edition" packaging. Normal version comes with a blue or green disc. Released 11/1/1998. #SLUS-00691.
- Tomb Raider IV: The Last Revelation** Eidos \$5/R1
Developed by Core Design. Also available in the "Greatest Hits" packaging. Released 12/1/1999. #SLUS-00885.
- Tomb Raider: Chronicles** Eidos \$5/R1
Released 11/1/2000. #SLUS-01311.
- Tomba!** Sony \$25/R5
a.k.a. **Ore! Tomba! (Japan), Tombi (Europe)**
Designed by Tokuro Fujiwara. Developed by Whoopee Camp. Released 7/1/1998. #SCUS-94236.
- Tomba! 2: The Evil Swine Return** Sony \$25/R5
Developed by Whoopee Camp. Released 3/1/2000. #SCUS-94454.
- Donka Space Station** Hasbro Interact \$4/R1
Developed by Data Design Interactive. Released 10/1/2000. #SLUS-01007.
- Tony Hawk's Pro Skater** Activision \$5/R1 +
Designed by Mick West, Jason Keeney, Ryan McMahon, Christer Ericson. Developed by Neversoft. Also available in the "Greatest Hits" packaging. EASTER EGGS: To unlock all of the levels and videos as well as the character "Officer Dick", pause a game in play, then hold L1 and press Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. Released 9/1/1999. #SLUS-00860.
- Tony Hawk's Pro Skater 2** Activision \$7/R1 +
Developed by Neversoft. Also available in the "Greatest Hits" packaging. EASTER EGGS: OK, let's unlock everything again. At any time during a Career Mode game, pause your game then hold L1 and press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. Next, select "End Run," and messages will appear describing all the newly unlocked items and features. #SLUS-01066.
- Tony Hawk's Pro Skater 3** Activision \$10/R1
Developed by Shaba Games. Also available in the "Greatest Hits" packaging. Features music by Alien Ant Farm, Motorhead, and KRS-One. #SLUS-01419GH (Greatest Hits).
- Tony Hawk's Pro Skater 4** Activision \$15/R1 +
Developed by Vicarious Visions. Released 10/1/2002. #SLUS-01485.
- Top Gun: Fire at Will** Spectrum Halo \$8/R4
Also available in "long box" packaging. Released 6/1/1996. #SLUS-

00032.

❑ Torneko: The Last Hope **Enix** **\$8/R1**

Designed by Seichiro Nagahata, Masayasu Yamamoto, Kohji Morikawa, Masaru Imaoka. Developed by Chun Soft. A spin-off of the Dragon Warrior series. Released 11/1/2000. #SLUS-01181.

❑ Total Eclipse Turbo **Crystal Dynam** **\$8/R6**

Developed by Crystal Dynamics. Also available in "long box" packaging. LANDMARK: The very first PlayStation game released in the US, this game was available prior to the system's launch. Released 9/1/1995. #SLUS-00021.

❑ Toy Story 2: Buzz Lightyear to the Rescue (Disney) **Activision** **\$5/R1**

Developed by Traveller's Tales. Also available in the "Collector's Edition" packaging. Rumor has it that the first printing contained enemies called "Banditos" who were Mexican stereotypes. Activision supposedly recalled those discs and later printings had the characters removed. Released 12/1/1999. #SLUS-00893.

❑ Toy Story Racer (Disney/PIXAR) **Activision** **\$5/R3**

Developed by Traveller's Tales. Features the vocal talents of Tim Allen, Earl Boen, John Ratzenberger, and Don Rickles. Released 3/1/2001. #SLUS-01214.

❑ Trap Gunner **Atlus** **\$2/R3**
a.k.a. Trap Runner (Europe)

Developed by Racdym. Released 9/1/1998. #SLUS-00679.

❑ Treasure Planet (Disney's) **Sony** **\$7/R2**

Developed by Disney. EASTER EGGS: If invincibility is your treasure, go to the main menu and press L2, Square, L1, Circle, R2, Square, L1, Circle. Released 10/2/2004. #SCUS-94647.

❑ Treasures of the Deep **Namco** **\$8/R2**

Released 9/1/1997. #SLUS-00430.

❑ Trick'n Snowboarder **Capcom** **\$5/R4**

Developed by Cave Co. EASTER EGGS: Capcom hid a few of the Resident Evil characters in this game! At the title screen, press Triangle, Triangle, X, X, Square, Circle, Square, Circle. Next, at the main menu, select "Free" mode and select a course. At the "Player Select" screen, press L2 or R2 to access Leon, Claire or a Zombie. Released 10/1/1999. #SLUS-00979.

❑ Triple Play 2000 **Electronic Arts** **\$3/R1**

Multiplayer adapter compatible. Released 3/1/1999. #SLUS-00827.

❑ Triple Play 2001 **Electronic Arts** **\$7/R1**

Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 3/1/2000. #SLUS-01082.

❑ Triple Play '97 **Electronic Arts** **\$1/R1**

Also available in "long box" packaging. Multiplayer adapter compatible. Released 6/1/1996. #SLUS-00237.

❑ Triple Play '98 **Electronic Arts** **\$1/R1**

Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. EASTER EGGS: To unlock a few hidden stadiums, choose the "Stadium Select" option after picking your teams, then when the list of stadiums appears press L1, R1, L1, R1, Square. Press Right until you see three "Mystery" stadiums. Released 5/1/1997. #SLUS-00465.

❑ Triple Play '99 **Electronic Arts** **\$1/R1**

Multiplayer adapter compatible. EASTER EGGS: The hidden stadiums are back, let's unlock them. At the "Controllers" screen, press Square and access the "Stadium Select" option. When the list of stadiums appears, press L2, L1, R1, R2, L1, R1, R2. Now scroll to the right and you'll find three "Secret" stadiums. Released

3/1/1998. #SLUS-00618.

❑ Triple Play Baseball **Electronic Arts** **\$10/R1**
a.k.a. Triple Play 2002

Multiplayer adapter compatible. Released 2/1/2001. #SLUS-01345.

❑ True Pinball **Ocean** **\$9/R7**

Includes four boards: Babewatch, Extreme Sports, Law and Justice, and Vikings the Tales. Released 10/1/1996. #SLUS-00337.

❑ Tunnel B-1 **Acclaim** **\$5/R2 -**

a.k.a. Finalist (Japan)

Developed by Neon Studios. Released 11/1/1996. #SLUS-00188.

❑ Turbo Prop Racing **Sony** **\$8/R3**

Developed by Sony. Released 7/1/1998. #SCUS-94229.

❑ Turnabout **Natsume** **\$10/R2**

Developed by Artdink. Released 2/1/2003. #SLUS-01499.

❑ Twisted Metal **Sony** **\$5/R1 +**

Developed by SingleTrac. Also available in "long box" packaging. Also available in the "Greatest Hits" packaging. Shooter/Vehicular Combat. EASTER EGGS: Twisted Metal. Invincibility. Heaven. Select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. Enter Square, Triangle, X, <blank>, Circle. If that's not enough and you also want unlimited firepower, enter this one too: Triangle, <blank>, Square, Circle, Circle. Released 11/1/1995. #SCUS-94304.

❑ Twisted Metal 2 **Sony** **\$5/R1 +**

Developed by SingleTrac. Also available in the "Greatest Hits" packaging. Shooter/Vehicular Combat. EASTER EGGS: To make your vehicle invincible during a game, hold L1 + R1, and press Up, Down, Left, Right, Right, Left, Down, Up. Released 11/1/1996. #SCUS-94306.

❑ Twisted Metal 3 **Sony** **\$5/R1**

Developed by 989 Studios. Also available in the "Greatest Hits" packaging. Features music by Rob Zombie. Shooter/Vehicular Combat. Multiplayer adapter compatible. EASTER EGGS: To make your vehicle invincible during a game, quickly press Up, Down, Up, Circle, Right, Triangle, Square, Up, Down, L2. Released 11/1/1998. #SCUS-94249.

❑ Twisted Metal 4 **989 Studios** **\$8/R1**

Developed by 989 Studios. Also available in the "Greatest Hits" packaging. Shooter/Vehicular Combat. Multiplayer adapter compatible. EASTER EGGS: From the main menu, select "Options," then select "Password," and press Down, Left, L1, Left, Right. Released 11/1/1999. #SCUS-94560.

❑ Twisted Metal: Small Brawl **Sony** **\$7/R2**

Shooter/Vehicular Combat. Released 11/1/2001. #SCUS-94642.

❑ Tyco R/C: Assault with a Battery **Mattel Interact** **\$5/R2**

Released 7/1/2000. #SLUS-01074.

❑ Ultimate 8 Ball **T*HQ** **\$2/R4**

Developed by Appaloosa Interactive. Released 6/1/1999. #SLUS-00864.

❑ Ultimate Brain Games **Telegames** **\$8/R2**

Developed by Telegames.

❑ Ultimate Fighting Championship **Crave** **\$3/R1**

Developed by Crave. Released 11/1/2000. #SLUS-01143.

❑ UmJammer Lammy **Sony** **\$3/R1 +**

Developed by Sony. A sequel, of sorts, to "PaRappa the Rapper".

Released 8/1/1999. #SCUS-94448.

-  **Unholy War, The** **Eidos** **\$1/R1**
Developed by Crystal Dynamics. Includes a demo of Legacy of Kain: Soul Reaver. Released 11/1/1998. #SLUS-00676.

-  **Unknown Variable 1: Masque** **Lightspan** **\$6/R8**
Manor

-  **Unknown Variable 2: Raven's Ridge** **Lightspan** **\$6/R8**

-  **Uprising X** **3DO** **\$1/R1**
Developed by Cyclone. Released 12/1/1998. #SLUS-00686.

-  **Urban Chaos** **Eidos** **\$1/R1** -
Developed by Mucky Foot. Released 3/1/1999. #SLUS-01091.

-  **V.I.P.** **Ubi Soft** **\$1/R1** -
Based on the television show. Released 11/1/2001. #SLUS-01228.

-  **Vagrant Story** **Squaresoft** **\$13/R1 +**
Developed by Squaresoft. Includes a bonus disc with playable demos of Chocobo Racing, Front Mission 3, Threads of Fate, and non-playable demos of Chocobo's Dungeon 2, Legend of Mana, and Chrono Cross. Also available in the "Greatest Hits" packaging, without the demo disc. Also known as "Square" and "SquareEnix". Released 5/1/2000. #SLUS-01040.

-  **Valkyrie Profile** **Enix** **\$40/R3**
Developed by Tri-Ace. Released 10/1/2000. #SLUS-01156.

-  **Vampire Hunter D** **Jaleco** **\$9/R3**
Developed by Victor Interactive. Based on the 1985 animated feature which was in turn based on the 1983 Hideyuki Kikuchi novel. Released 10/1/2000. #SLUS-01138.

-  **Vanark** **Jaleco** **\$8/R5**
Developed by Bit Town. Released 3/1/2000. #SLUS-01035.

-  **Vandal Hearts** **Konami** **\$7/R1**
Released 3/1/1997. #SLUS-00447.

-  **Vandal Hearts II** **Konami** **\$12/R3**
Developed by Game Arts. A 2-CD set. Released 12/1/1999. #SLUS-00940.

-  **Vanguard Bandits** **Working Designs** **\$15/R5**
Developed by Human. Includes a demo of Lunar 2: Eternal Blue. Released 5/1/2000. #SLUS-01070.

-  **Vanishing Point** **Acclaim** **\$2/R1**
Developed by Clockwork Games. Released 2/1/2001. #SLUS-01109.

-  **Vegas Games 2000** **3DO** **\$3/R5**
Developed by New World Computing. Multiplayer adapter compatible. Released 10/1/1999. #SLUS-00836.

-  **Viewpoint** **Electronic Arts** **\$20/R7**
Developed by Visual Concepts. Available in "long box" packaging. EASTER EGGS: Tough game. Not when you're invincible though. Pause a game in play, then press Square, Circle, Triangle, Right, Left, Down, R1, L2, R2, L1. Released 11/1/1995. #SLUS-00033.

-  **Vigilante 8** **Activision** **\$3/R1 +**
a.k.a. Interstate 80 (original name)
Developed by Luxoflux. Also available in the "Greatest Hits" packaging. This game was originally planned to be called Interstate 80, and is a port of the PC game Interstate 76. Shooter/Vehicular Combat. EASTER EGGS: a) Let's unlock everything. Choose "Options" from the main menu, then "Game Status," press Circle to call up the passcode menu, then enter "WMNNWLHTSCUHL". b) To play invincibly, follow the instructions above but enter "I_WILL_NOT_DIE" instead. Released 6/1/1998. #SLUS-00510.

-  **Vigilante 8: 2nd Offense** **Activision** **\$5/R1**
Developed by Luxoflux. Shooter/Vehicular Combat. EASTER EGGS: All of the original tracks are hidden within. To access them, pause a game in play. Press the OPEN on the PlayStation console and replace the Vigilante 8: 2nd Offense game disc with the original Vigilante 8 game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original Vigilante 8. Released 12/1/1999. #SLUS-00868.

-  **Virtual Kasparov** **Titus** **\$10/R4**
Released 7/1/2001. #SLUS-01341.

-  **Virtual Pool** **Interplay** **\$3/R1**
Developed by Celeris Corporation. Released 1/1/1997. #SLUS-00034.

-  **Virtual Pool 3** **XS Games** **\$10/R3**
Designed by Steve Chaplin, Jeff Brown. Developed by Celeris Corporation. Also known as Buster and the Beanstalk (Europe), Tiny Toon Adventures: Revenge of the Beanstalk (original name). #SLUS-01374.

-  **Viva Soccer** **Interplay** **\$5/R4**
a.k.a. Viva Football (Europe)
Developed by Crimson. Multiplayer adapter compatible. Released 9/1/1999. #SLUS-00657.

-  **VMX Racing** **Playmates** **\$2/R2**
Released 7/1/1997. #SLUS-00123.

-  **VR Baseball '97** **Interplay** **\$1/R1**
Developed by VR Sports. Released 3/1/1997. #SLUS-00281.

-  **VR Baseball '99** **Interplay** **\$2/R2**
Developed by VR Sports. Released 5/1/1998. #SLUS-00632.

-  **VR Golf '97** **Interplay** **\$1/R1**
Developed by VR Sports. Multiplayer adapter compatible. Released 10/1/1996. #SLUS-00198.

-  **VR Pool** **Interplay** **\$0/R0**
Developed by VR Sports.

-  **VR Soccer '96** **Interplay** **\$3/R4**
Developed by VR Sports. Available in "long box" packaging. Released 4/1/1996. #SLUS-00199.

-  **VR Sports Powerboat Racing** **Interplay** **\$5/R3**
Developed by VR Sports. Released 3/1/1998. #SLUS-00625.

-  **Vs.** **T+HQ** **\$6/R5 -**
Developed by Polygon Magic. Released 11/1/1997. #SLUS-00513.

-  **V-Tennis** **Acclaim** **\$6/R7**
Developed by Tonkin House.

-  **Walt Disney's World Quest: Magical Tour Racing** **Eidos** **\$5/R1**
Developed by Crystal Dynamics. Also available in the "Collector's Edition" packaging. Released 3/1/2000. #SLUS-01106.

-  **Walt Disney's World Quest: Magical Tour Racing Watch Edition** **Eidos** **\$25/R8**
Developed by Crystal Dynamics. This is an oversized blister pack containing the game and a limited edition Magical Racing Tour watch. Sold only at Walt Disney World.

-  **War Gods** **Midway** **\$6/R4**
Developed by Eurocom. Based on the 1996 Midway coin-op. Released 6/1/1997. #SLUS-00328.

- Warcraft II: The Dark Saga** Electronic Arts \$15/R5
Developed by Blizzard Entertainment. EASTER EGGS: Playing God is easy once you know the code. Pause a game in play, then choose "Enter Password" from the pause menu and enter "TSGDDYTD". Released 8/1/1997. #SLUS-00480.
- WarGames: Defcon 1** MGM/UA \$8/R2
Developed by Interactive Studios. Released 7/1/1998. #SLUS-00599.
- Warhammer: Dark Omen** Electronic Arts \$5/R4
a.k.a. Warhammer 2: Onslaught (original name)
- Warhammer: Shadow of the Horned Rat**SSI \$5/R3
Mouse compatible. Released 11/1/1996. #SLUS-00117.
- Warhawk** Sony \$7/R3 +
Developed by SingleTrac. Also available in "long box" packaging. Also available in the "Greatest Hits" packaging. EASTER EGGS: To play with unlimited weapons and invincibility, choose "Special Access" from the main menu and enter Circle, Circle, Circle, <blank>, X, Triangle, X, X. Released 11/1/1995. #SCUS-94305.
- Warriors of Might & Magic** 3DO \$2/R1
Developed by Studio 3DO. Released 11/1/2000. #SLUS-01204.
- Warzone 2100** Eidoss \$2/R1
Developed by Pumpkin Studios. Supports multiple-system linking. Released 6/1/1999. #SLUS-00819.
- Wayne Gretzky's 3D Hockey '98** Midway \$3/R2
Designed by Wallace Poulter, Allan Findlay. Developed by Software Creations. Released 1/1/1998. #SLUS-00147.
- WCW Backstage Assault** Electronic Arts \$2/R1
Developed by Kodiak Interactive. Released 11/1/2000. #SLUS-01274.
- WCW Mayhem** Electronic Arts \$1/R1
Developed by Kodiak Interactive. Multiplayer adapter compatible. EASTER EGGS: To unlock all of the hidden wrestlers, enter "PLYHDNGVS" at the Pay-Per-View Password screen. Released 10/1/1999. #SLUS-00963.
- WCW Nitro** T*HQ \$1/R1
Developed by Inland Productions. Also available in the "Greatest Hits" packaging. EASTER EGGS: Let's get you access to 48 secret characters. At the "Start Game/Options" menu, press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Select. Released 1/1/1998. #SLUS-00397.
- WCW vs. The World** T*HQ \$1/R1
Developed by Asmik. Also available in the "Greatest Hits" packaging. Released 3/1/1997. #SLUS-00455.
- WCW/nWo Thunder** T*HQ \$1/R1
Developed by Inland Productions. EASTER EGGS: An incredible 96 hidden characters can be instantly unlocked if you follow this. At the "Start Game/Options" menu, press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Select. Released 1/1/1999. #SLUS-00779.
- WDL World Destruction League: Thunder Tanks** 3DO \$4/R1
Developed by Studio 3DO. Released 9/1/2000. #SLUS-01175.
- WDL World Destruction League: WarJetz** 3DO \$4/R1
Developed by Studio 3DO. EASTER EGGS: To activate all of the game's cheats, making you one tough customer indeed, go to the game setup menu and select "Input Code," then enter "TWLVCHTS". Released 5/1/2001. #SLUS-01247.
- Weakest Link, The** Activision \$5/R2
Developed by Traveller's Tales. You are the weakest link. GOODYE! Multiplayer adapter compatible. Released 10/1/2001. #SLUS-01413.
- Wheel of Fortune** Hasbro Interact \$6/R1
Developed by Artech Studios. Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 2/1/1999. #SLUS-00683.
- Wheel of Fortune 2nd Edition** Hasbro Interact \$10/R3
Multiplayer adapter compatible. #SLUS-01174.
- Who Wants to Be a Millionaire? 2nd Edition** Sony \$5/R1 -
Developed by Celadon. Also available in the "Greatest Hits" packaging. Released 6/1/2000. #SCUS-94567.
- Who Wants to Be a Millionaire? 2nd Edition** Sony \$7/R2 -
Developed by Valleycrest. Released 6/1/2001. #SCUS-94644.
- Wild 9** Interplay \$2/R1
a.k.a. Wildroid 9 (Japan)
Designed by Tom Tanaka. Developed by Shiny Entertainment. EASTER EGGS: To unlock all of the game's levels, pause a game in play and press- Up, Left, Down, R2, Right, Square, X. Exit the game after entering this code, choose "Start" and select the "Continue Current Game" option. Released 10/1/1998. #SLUS-00425.
- Wild Arms** Sony \$6/R3
Developed by Contrail. Mouse compatible. Released 5/1/1997. #SCUS-94608.
- Wild Arms 2** Sony \$10/R1
Developed by Media Vision. A 2-CD set. Released 5/1/2000. #SCUS-94484/94498.
- Wild Thornberrys Animal Adventure** Mattel Interact \$5/R2
Also available in the "Greatest Hits" packaging. Released 10/1/2000. #SLUS-01128.
- Wing Commander III: Heart of the Tiger** Origin \$10/R5
A 4-CD set. Also available in "long box" packaging. Includes a reference card. Mouse compatible. Released 2/1/1996. #SLUS-00019/00134-6.
- Wing Commander IV: The Price of Freedom** Origin \$10/R5
Features the voice and appearance of Mark Hamill. Includes reference card. Released 5/1/1997. #SLUS-00270.
- Winnie the Pooh Kindergarten** bam! \$5/R4
Developed by bam!. Mouse compatible.
- Winnie the Pooh Preschool** bam! \$5/R4
Developed by bam!.
- Wipeout** Psygnosis \$3/R1
Developed by Psygnosis. Also available in "long box" packaging. Also available in the "Greatest Hits" packaging. Note: The "long box" version also has appeared with a slipcover, and as a version without a slipcover, but with the slipcover's design as the cover. Supports multiple-system linking. Released 11/1/1995. #SCUS-94301.
- Wipeout 3** Psygnosis \$2/R1 +
Developed by Psygnosis. Supports multiple-system linking. EASTER

EGGS: Let's unlock stuff. From the "Default Names" screen, under "Options/Game Setup.", enter "WIZZPIG" to unlock all of the tracks, "JAZZNAZ" to unlock Phantom class, "AVINIT" to unlock all ships, "CANEER.W" to unlock very cool prototype courses, "THEHAIR" to unlock all challenges and "BUNTY" to unlock all tournaments. Released 10/1/1999. #SLUS-00865.

- Wipeout XL** **Psygnosis** **\$10/R3 +**
Developed by Psygnosis. Supports multiple-system linking. EASTER EGGS: You can unlock all of the tracks at once. At the main menu, hold L1 + R1 + Select and press Square, Circle, Triangle, Circle, Square. Now access the Class and Track menu to find that all of the tracks in each racing class have become available - including the secret Phantom class. Released 10/1/1996. #SCUS-94351.

- Woody Woodpecker Racing** **Konami** **\$6/R4**
Developed by Universal. Released 11/1/2000. #SLUS-01188.

- World Cup '98** **Electronic Arts** **\$1/R2**
Multiplayer adapter compatible. Released 5/1/1998. #SLUS-00644.

- World Cup Golf: Professional Edition** **US Gold** **\$7/R5**
Also available in "long box" packaging. Released in jewel-case format by Eidos. Released 1/1/1996. #SLUS-00063.

- World's Scariest Police Chases** **Activision** **\$8/R2**
Developed by UDS. Based on the television show. Released 5/1/2001. #SLUS-01165.

- Worms** **Ocean** **\$25/R5**
Developed by Team 17. Puzzle/Action. Multiplayer adapter compatible. Released 6/1/1996. #SLUS-00336.

- Worms Armageddon** **Ubi Soft** **\$5/R1**
Developed by Team 17. Multiplayer adapter compatible. Released 12/1/1999. #SLUS-00888.

- Worms World Party** **Ubi Soft** **\$8/R1**
Developed by Team 17. Released 2/1/2002. #SLUS-01448.

- Wreckin Crew** **Telstar** **\$10/R6**
Released 10/1/1998. #SLUS-00587.

- Wu-Tang: Shaolin Style** **Activision** **\$5/R2**
a.k.a. Shaolin (original title), Wu-Tang: Taste the Pain (Europe)
Developed by Paradox. First it was Thrill Kill. Then it was Shaolin. Eventually the Wu Tang Clan license was added and it completely changed into this version and released. Thrill Kill would've been MUCH better. EASTER EGGS: To unlock all of the hidden characters, go to the main menu and press Right, Right, Right, Right, Left, Left, Left, Left, Square, Circle, Square, Circle. Released 12/1/1999. #SLUS-00929.

- WWF Attitude** **Acclaim** **\$1/R1**
a.k.a. WWF '98 (working title)
Developed by Iguana. Multiplayer adapter compatible. Released 8/1/1999. #SLUS-00831.

- WWF In Your House** **Acclaim** **\$3/R2**
Also available in "long box" packaging. Released 11/1/1996. #SLUS-00246.

- WWF Smackdown!** **T*HQ** **\$1/R1**
Developed by Yuke's. Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 3/1/2000. #SLUS-00927.

- WWF Smackdown! 2: Know Your Role** **T*HQ** **\$1/R1 +**
Developed by Yuke's. Also available in the "Greatest Hits"

packaging. Multiplayer adapter compatible. Released 11/1/2000. #SLUS-01234.

- WWF Warzone** **Acclaim** **\$1/R1**
Developed by Iguana. Also available in the "Greatest Hits" packaging. Multiplayer adapter compatible. Released 7/1/1998. #SLUS-00495.

- WWF Wrestlemania: The Arcade Game** **Acclaim** **\$3/R3**
Based on the 1995 Midway coin-op. Available in "long box" packaging. Also available in the "Greatest Hits" packaging. EASTER EGGS: Turn your character invincible at any time by pausing the game and entering X, Triangle, R2, Up. Released 11/1/1995. #SLUS-00013.

- X-Bladez: Inline Skater** **Crave** **\$3/R2**
Released 1/1/2002. #SLUS-01444.

- X-Com: UFO Defense** **Microprose** **\$15/R7**
Available in "long box" packaging. Mouse compatible. Released 11/1/1995. #SLUS-00141.

- Xena: Warrior Princess** **Electronic Arts** **\$1/R1**
Developed by Universal. EASTER EGGS: Make Xena invincible. At the main menu, press Up, Up, Up, Circle, Square, Up, Right, Left. Released 10/1/1999. #SLUS-00977.

- Xenogears** **Squaresoft** **\$20/R1 +**
A 2-D set. Also available in the Greatest Hits version, also known as "Square" and "SquareEnix". Released 10/1/1998. #SLUS-00664/00669.

- Xevious 3D/G+** **Namco** **\$10/R4 +**
Developed by Namco. Based on the 1996 Namco coin-op. Features three versions of the classic Xevious game, including the original arcade version. Released 6/1/1997. #SLUS-00461.

- X-Files, The** **Fox Interactive** **\$8/R1**
A 4-CD set. Released 10/1/1999. #SLUS-00915/00949-51.

- X-Men Vs. Street Fighter** **Capcom** **\$28/R5**
a.k.a. X-Men Vs. Street Fighter EX Edition (Japan)
Developed by Capcom. Based on the 1996 Capcom coin-op. This version does not include the tag-team fighting option found in the arcade game. Released 6/1/1998. #SLUS-00627.

- X-Men: Children of the Atom** **Capcom** **\$8/R3**
Developed by Probe. Based on the 1994 Capcom coin-op. Released 2/1/1998. #SLUS-00044.

- X-Men: Mutant Academy** **Activision** **\$4/R1**
Developed by Paradox. Includes bonus material including movie clips, photos, and comic book covers. Also available in the "Greatest Hits" packaging. EASTER EGGS: To unlock everything in the game, go to the main menu, quickly press Select, Up, L2, R1, L1, R2. Released 7/1/2000. #SLUS-00027.

- X-Men: Mutant Academy 2** **Activision** **\$8/R1**
Developed by Paradox. EASTER EGGS: Access the hidden cheat mode. At the main menu, press Select, Down, R2, L1, R1, L2. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the R1 button. To play as Xavier, highlight Magneto and hold the R1 button. Don't forget to check out the "Pool Party" stage in Versus mode! Released 9/1/2001. #SLUS-01382.

- XS Airboat Racing** **XS Games** **\$8/R2**

- XS Junior League Dodgeball** **XS Games** **\$8/R2**

- XS Junior League Football** **XS Games** **\$8/R2**

- ☐ **XS Junior League Soccer** **XS Games** **\$8/R2**
- ☐ **XS Moto** **XS Games** **\$8/R2**
- ☐ **You Don't Know Jack** **Berkeley System** **\$2/R1**
Developed by Jellyvision. A 2-CD set. Multiplayer adapter compatible. Released 9/1/1999. #SLUS-00716/00762.
- ☐ **You Don't Know Jack Mock 2** **Berkeley System** **\$5/R2**
Developed by Starsphere Interactive. Multiplayer adapter compatible. Released 11/1/2000. #SLUS-01194.
- ☐ **Yu-Gi-Oh! Forbidden Memories** **Konami** **\$6/R1**
Developed by Konami. Also available in a "premium edition" which includes three limited edition trading cards. Released 3/1/2002. #SLUS-01411.
- ☐ **Yu-Gi-Oh! Forbidden Memories Premium** **Konami** **\$75/R7**
Developed by Konami. Same as the "regular" version, except this version includes three exclusive Yu-gi-oh game cards. Value is high due to the current popularity of the card game. Price and rarity reflect the inclusion of the cards. Released 3/1/2002. #SLUS-01411.
- ☐ **Zero Divide** **Time Warner** **\$8/R5**
Developed by Zoom. Available in "long box" packaging. EASTER EGGS: There's a hidden mini game of Phalanx inside this game. To get it, hold Select+Start simultaneously on controller two and turn on the PlayStation. Keep holding the buttons down until after the Zoom logo appears. Released 12/1/1995. #SLUS-00183.
- ☐ **Zooboomafoo: Leapin' Lemurs** **Encore** **\$5/R3**
Developed by Big Grub. Released 10/1/2001. #SLUS-01401.
- ☐ **Zoop** **Viacom** **\$5/R6**
Developed by Hookstone. Available in "long box" packaging. Released 11/1/1995. #SLUS-00078.
- Total # of items in this section: **1399**

HOME BREW GAMES

- ☐ **Virtual Sex Starring Farrah** **Unknown** **\$0/R0**
An interactive sex video in PAL format. Most likely is a homebrew.
- Total # of items in this section: **1**

PROTOTYPES AND ONE OF A KINDS

- ☐ **Barb Wire** **GT Interactive** **\$0/R9**
Developed by Cryo Interactive. Based on the Pamela Anderson Lee movie. Previewed in PSX magazine with screen shots.
- ☐ **Battle Arena Toshinden 4** **Sony** **\$0/R10**
- ☐ **Beachhead 2K** **Unknown** **\$0/R9**
- ☐ **Bottom of the 9th '98** **Konami** **\$0/R9**
Shown at E3 '98.
- ☐ **Carmageddon** **Interplay** **\$0/R9**
Shown at E3 '99.
- ☐ **Carom Shot** **ASCII** **\$0/R9**

Shown at E3 '98.

- ☐ **Clay Fighter Extreme** **Interplay** **\$0/R9**
- ☐ **Diabolical Adventures of Tobu, The a.k.a. Jack (original name)** **Sony** **\$0/R9**
Developed by Sony. Previewed in the 7/98 issue of Game Informer magazine and also appeared at E3 '98. Originally named "Jack" and intended to be Sony's answer to Sega's Nights into Dreams.
- ☐ **Fight Night** **Electronic Arts** **\$0/R9**
Developed by EA Sports. Previewed in the 7/98 issue of Game Informer magazine.
- ☐ **Future Strike** **Electronic Arts** **\$0/R9**
The third in the "Strike" series of games. If you beat Nuclear Strike and watch the ending, an ad for this game appears a few moments afterwards. The 11/97 issue of Game Informer magazine stated that it was in development and would have featured ground-battles as well.
- ☐ **Hybrid Extreme Racing** **Mattel Interact** **\$0/R9**
- ☐ **International Rally Championship** **T*HQ** **\$0/R9**
Developed by Europress.
- ☐ **Knights of Carnage** **T*HQ** **\$0/R9**
Shown at E3 '99.
- ☐ **Konami Rally** **Konami** **\$0/R9**
Developed by Konami. Shown at E3 '99.
- ☐ **Le Mans 24 Hours** **Infogrames** **\$0/R9**
Developed by Eutechnyx. Moved to the PS2.
- ☐ **Loaded 4-Player version** **Interplay** **\$0/R9**
Developed by Gremlin. Same as the released version, except this version supports four players.
- ☐ **Madden '96** **Electronic Arts** **\$0/R9**
Cancelled.
- ☐ **Major Damage** **Capcom** **\$0/R9**
Previewed in several video game magazines, with screen shots.
- ☐ **Manhattan Project** **Unknown** **\$0/R9**
- ☐ **Omikron: The Nomad Soul** **Eidos** **\$0/R9**
Developed by Quantic Dream. Cancelled. Previewed in the Jan 99 issue of PSM Magazine.
- ☐ **Rattlesnake Red** **Acclaim** **\$0/R9**
Previewed in a few video game magazines with screen shots.
- ☐ **RazorWing** **Sony** **\$0/R9**
Developed by Sony. Advertised in the longbox version of Jumping Flash, with screenshots.
- ☐ **Redline** **Accolade** **\$0/R9**
Shown at E3 '98.
- ☐ **Resident Evil 1.5** **Capcom** **\$0/R9**
Not an official name, but demo discs exist of a version of RE2 that was completely different than the released product. This version was scrapped and a new version of RE2 was created. You can find a demo of this "1.5" version included with the Japanese version of Biohazard: Director's Cut.
- ☐ **Saboteur** **Eidos** **\$0/R9**
Developed by Tigon. Previewed at the ECTS '98 show.
- ☐ **Shao Lin** **T*HQ** **\$0/R9**
Previewed in the Dec 98 issue of PSM Magazine. This game was a

traditional Tekken-esque fighter developed with the defunct Thrill Kill's multiplayer engine. Eventually morphed into Wu Tang Shaolin Style. Multiplayer adapter compatible.

- ☐ **Slap Happy Rhythm Busters** **ASK Kodansha** **\$0/R10**
Developed by Polygon Magic.
- ☐ **Star Con** **Unknown** **\$0/R9**
A 3D version of the PC game Star Control.
- ☐ **StarCon** **Unknown** **\$0/R9**
A 3D version of the PC game Star Control.
- ☐ **Superman** **Namco** **\$0/R10**
Developed by BlueSky Software. Listed on Sony's official PlayStation site. A prototype has been found.
- ☐ **Thrill Kill** **Electronic Arts** **\$0/R10**
Developed by Paradox. Heavily reviewed and praised (and even had a strategy guide printed in an issue of Tips & Tricks magazine). Thrill Kill was sadly cancelled by Electronic Arts due to concerns over its extreme violence. The engine was then used for the unreleased Shaolin.
- ☐ **Titan A.E.** **Fox Interactive** **\$0/R10**
Developed by Interactive Studios. Based on the animated movie. Demo discs exist, so it's quite likely a full version is out there somewhere. The game was rumored to be cancelled after the movie's poor showing at the box office.
- ☐ **Violent Seed** **Unknown** **\$0/R9**
Developed by Rabid Entertainment. Previewed in the 8/97 issue of Game Informer magazine.
- ☐ **Werewolf: The Apocalypse** **Capcom** **\$0/R9**
Screenshots featuring the title screen and a werewolf head were shown in Electronic Gaming Monthly magazine.
- ☐ **Wild West: The Steel Assassin** **Unknown** **\$0/R9**
Cancelled. Shown at E3 '99.
- ☐ **Youngblood** **GT Interactive** **\$0/R9**
Developed by Realtime Associates. Previewed in the 11/97 issue of Game Informer magazine. Based on the comic book.
Total # of items in this section: **36**

HARDWARE AND PERIPHERALS

- ☐ **2002 FIFA World Cup Analog Gamepad** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A typical dual shock controller, but features the 2002 FIFA World Cup Korea/Japan logo stamped on it. Available in plain black and a version with a picture of a soccer game printed on it.
- ☐ **360 Modena Analog Gamepad** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A typical dual shock controller, but features graphics resembling the dashboard of a Ferrari 360 Modena car. Pretty cool looking, if nothing else. Available in black or red.
- ☐ **360 Modena Force GT Racing Wheel** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A steering wheel controller designed to look like the wheel of a Ferrari 360 Modena. Features pedals, a laptop design, and the ability to switch between vibration, no

vibration or Force Feedback.

- ☐ **Aftershock Steering Wheel** **ASCII** **\$0/R0**
A steering wheel with vibration capability.
- ☐ **AirPad** **AirPad Corp** **\$0/R0**
Developed by Airpad Corporation. Circular controller that works by tilting and turning it. Bizarre.
- ☐ **Alps Interactive Gamepad** **Alps Interact** **\$0/R0**
Developed by Alps Inter. A no-frills third-party controller. No analog or vibration. Shaped vaguely like the Stealth Bomber with its extra-long handles.
- ☐ **ALS Industries PlayStation Game Carrying Case** **ALS Industries** **\$0/R0**
Developed by ALS Industries. A carrying case that can hold the console, games, controllers, etc. Has the PlayStation logo on it. Adjustable shoulder pad strap.
- ☐ **Analog Joystick** **Sony** **\$30/R5**
Developed by Sony. A dual-analog double joystick controller released long before the dual-analog pads. Designed with flying and mech games in mind, and is a pretty good size. It's no Steel Battalion controller, but it's still pretty nifty.
- ☐ **ASCII Grip** **ASCII** **\$15/R6**
Developed by ASCII. A PSX controller designed to be used with one hand. Great for RPG's and simulation/strategy games. Looks almost like one of those combination TV/VCR remote controls.
- ☐ **Barracuda** **Interact** **\$0/R0**
A Dual Shock clone.
- ☐ **Beatmania IIDX controller** **Konami** **\$0/R0**
Controller used with the Beatmania games. Sold only in Japan.
- ☐ **Big Deal! Pak** **Unknown** **\$0/R0**
A blister pack containing a game and a DreamPad controller. Games spotted include Miracle Space Race, All-Star Racing, Cleopatra's Fortune, and IHRA Drag Racing.
- ☐ **Blaze Padded Carry Case** **Blaze** **\$0/R0**
Developed by Blaze. A handbag-style carrying case with enough space to store an original PlayStation, two controllers, cables, and other misc. stuff. Has a large "Blaze" logo stamped on the front.
- ☐ **California Girls Collection Memory Card** **Pelican** **\$0/R0**
A memory card with a picture of a hot babe on it. Four different pics are available, each one limited to 50,000 printings. Package also comes with a lid sticker featuring a larger photo of the one on the card. Sex sells!
- ☐ **Camo Pad** **Naki** **\$0/R0**
A Dual Shock controller with a camouflage color scheme.
- ☐ **Carrymate** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A vinyl shoulder bag that has enough storage space to lug around a PlayStation, a PlayStation LCD screen, two controllers, a battery pack, up to four memory cards, four CD's, and misc. small stuff.
- ☐ **Case Logic Gamecase** **Case Logic** **\$0/R0**
Developed by Case Logic. A compact carrying case designed for the PlayStation or any other portable gaming device.
- ☐ **Cheat Factory** **Unknown** **\$0/R0**
Similar to the SharkLink. Create your own codes or download them off the Internet. Requires a PC.
- ☐ **Code Breaker** **Pelican** **\$0/R0**
Developed by Pelican. A CD-ROM based cheating device, similar to

a GameShark. Useable on the PlayStation.

- Competition Pro Laser Gun**

A light gun compatible with GunCon and non-GunCon games. Features a foot pedal, reload button, auto fire, auto reload, recoil, and half auto fire.

Unknown

\$0/R0
- Concept 4 Wheel**

A steering wheel controller.

Interact

\$0/R0
- Console, Net Yaroze (Japanese version)**

Developed by Sony. Same as the U.S. version, but the documentation and programs are all in Japanese.

Sony

\$300/R9
- Console, Net Yaroze (PAL version)**

Developed by Sony. Same as the U.S. version, but compatible with PAL televisions only.

Sony

\$200/R9
- Console, Net Yaroze (U.S. version)**

Developed by Sony. A special "hobbyist" PlayStation that allows players to program their own PlayStation games using a computer and special software. The unit is jet black and multi-region compatible. Highly desirable.

Sony

\$400/R8
- Console, PlayStation**

Developed by Sony. The original version of the PlayStation console. Features a parallel port and early models were also capable of the infamous "swap trick." Had a tendency to break down often due to the laser malfunctioning after long periods of use.

Sony

\$10/R1
- Console, PlayStation (Japanese)**

Developed by Sony. The original version of the PlayStation console. Features a parallel port and early models were also capable of the infamous "swap trick." Had a tendency to break down often due to the laser malfunctioning after long periods of use. This version has

Sony

\$30/R4
- Console, PlayStation (PAL Format)**

Developed by Sony. First edition PlayStation console, sold in Europe and Australia. Compatible only with PAL televisions and PAL games.

Sony

\$20/R4
- Console, PlayStation: Dual Shock Edition**

Developed by Sony. The second version of the PlayStation console. Same as the original edition, but this one has a dual shock controller included instead of a standard one, a "Soundscape" feature has been added, and the parallel port has been removed to help prevent piracy.

Sony

\$12/R1
- Console, PlayStation: Dual Shock Edition (Japanese)**

Developed by Sony. Same as the U.S. version but only compatible with Japanese games.

Sony

\$40/R4
- Console, PlayStation: Dual Shock Edition (PAL Format)**

Developed by Sony. Same as the U.S. version but only compatible with PAL televisions and PAL games. Released in Europe and Australia. Model number SCPH-9002B.

Sony

\$15/R5
- Console, PlayStation: Ten Million Model**

A very limited Dual Shock edition PlayStation. The case and controller are dark blue. Not for sale, available only through contests. Console also has "10 million model" printed underneath. #SCPH-7001.

Sony

\$500/R10
- Console, PSOne**

Developed by Sony. The last version of the PlayStation game

Sony

\$20/R1

console. Much smaller than the other editions. Originally packaged with a dual shock controller, AV cables, and an AC adapter. Does not have an parallel port. Can be modified as a portable unit with the addition of an LCD monitor and a rechargeable battery (sold separately, of course). #SCPH-101.

- Console, PSOne (Japanese) Sony**

Developed by Sony. The last version of the PlayStation game console. Much smaller than the other editions. Originally packaged with a dual shock controller, AV cables, and an AC adapter. Does not have an parallel port. Can be modified as portable unit with the addition of an LCD monitor and a rechargeable battery (sold separately, of course). #SCPH-101.

\$0/R0
- Console, PSOne (PAL) Sony**

The last version of the PlayStation game console. Much smaller than the other editions. Originally packaged with a dual shock controller, AV cables, and an AC adapter. Does not have an parallel port. Can be modified as portable unit with the addition of an LCD monitor and a rechargeable battery (sold separately, of course). #SCPH-101.

\$0/R0
- Console, PSOne Combo Package**

Developed by Sony. A PlayStation, a Sony 5" LCD monitor, and all the hook ups contained in one package.

Sony

\$50/R1
- Cosmo RF Wireless Controller**

A non-licensed RF wireless controller. Features analog sticks, slow motion, and turbo modes. Comes with rechargeable batteries, recharger, and AC adapter.

Cosmo Inter

\$0/R0
- Data Deck**

A Dex Drive clone.

Mad Catz

\$0/R0
- Dex Drive**

Transfer your saves to and from your PC.

Interact

\$0/R0
- Digital Edge**

Developed by Pelican. A non-analog game controller featuring reset, turbo, and slow buttons. Has slightly longer handles on it for more comfort.

Pelican

\$0/R0
- Dominator, The**

Mediocre joystick controller.

TopMax

\$0/R0
- Dual Force Hand Held Racing Wheel**

A more compact version of a steering wheel controller.

Mad Catz

\$0/R0
- Dual Jolt Analog Controller Plus**

Developed by Joytech USA. A Dual Shock clone controller. Comes in metallic blue, purple, grey, and red colors.

Jack/All Games

\$0/R0
- Emulator Z**

An parallel port plug-in device that emulates a Game Boy, Game Gear, Sega Master System, and PCE and apparently uses ROMs found on a mode 2 formatted CD-ROM. Cannot be used on the PlayStation.

Unknown

\$0/R0
- Emulator Z**

An parallel port plug-in device that emulates a Game Boy, Game Gear, Sega Master System, and PCE and apparently uses ROMs found on a mode 2 formatted CD-ROM. Cannot be used on the PlayStation.

Unknown

\$0/R0
- England Essentials Pack**

A package sold in England consisting of a miniature game pad (digital) and a memory card.

Unknown

\$0/R0
- FightingArena**

Thrustmaster

\$0/R0

Developed by Thrustmaster. This device allows you to use your body as a controller. Uses infrared sensors to detect movements and translates into the game accordingly. Punch and your character punches, kick and your character kicks. (Or, if you're goofy enough, you can set it so that your punches are kicks and vice-versa.)

☐ **FireStorm Thunderhawk 2** Thrustmaster \$0/R0

☐ **FireStorm Upad** Thrustmaster \$0/R0

Developed by Thrustmaster. A dual shock compatible controller with a unique "upside-down" design. Features digital, analog, and NegCon modes, along with a turbo function.

☐ **FireStorm Wireless Controller** Thrustmaster \$0/R0

Developed by Thrustmaster. Wireless controller with a range up to 34 feet. Features digital, analog, and NegCon modes, along with vibration.

☐ **Fishing Stick** Agetec \$20/R4

Developed by Agetec. A controller shaped like a fishing rod. Comes packaged with Bass Landing, and compatible with other fishing games.

☐ **FreeStylar Bike** Thrustmaster \$0/R0

Developed by Thrustmaster. A realistically sized controller that resembles a set of mountain bike handlebars. Has clutch, brake, and acceleration levers, can be played in digital, analog, and NegCon modes, has vibration feedback, and also has both Cross and GP bike driving styles.

☐ **FreeStylar Board** Thrustmaster \$0/R0

Developed by Thrustmaster. A realistically sized controller that resembles a skateboard or snowboard. Stand on it and tilt to make Tony Hawk do his thing. Packaged with a special one-handed controller for extra gameplay options (such as Start, Select, jumping, etc.).

☐ **G Grips** Pelican \$0/R0

Two small rubber attachments that slip onto the ends of the control pad.

☐ **Game Champion Crash Bandicoot Warped** Datel \$0/R0

A memory card pre-loaded with various cheats for Crash Bandicoot Warped.

☐ **Game Champions Cheat Card** Unknown \$0/R0

A memory card pre-loaded with various cheats for various games. Available cards include Final Fantasy VIII, Grand Turismo, WWF War Zone, Mortal Kombat 4, Tekken 3, Tenchu, Resident Evil 2, and Metal Gear Solid.

☐ **Game Champions Combat Champion** Unknown \$0/R0

A memory card pre-loaded with various cheats for various fighting games.

☐ **Game Champions Racing Champion** Unknown \$0/R0

A memory card pre-loaded with various cheats for various racing games.

☐ **Game Enhancer** Various \$0/R0

A device that plugs into the PlayStation's parallel port. Allows an easy way to perform the "swap trick" and also acts as a GameShark. This device has been given various names, including Game Enhancer, Game Doctor, Game Wizard, Game Cracker, etc.

☐ **Game Grip** Blaze \$0/R0

Slap one of these on your PSX controller to make it slightly larger and more comfortable. Completely encases the controller. Available

in several designs.

☐ **Gamebooster** Unknown \$0/R0

Play Game Boy games on your PlayStation.

☐ **GameKiller** Unknown \$0/R0

A memory card pre-loaded with various cheats for dozens of games.

☐ **GameShark** Interact \$0/R0

☐ **GameShark CDX** Interact \$0/R0

The original GameShark, now on CD. Got a newer PSX? Use this.

☐ **GameShark Enhancement CD** Interact \$0/R0

A CD-ROM that updates your GameShark with the newest codes and features. Requires GameShark 2.0 or higher.

☐ **GameShark Lite** Interact \$0/R0

Developed by Interact. A CD-ROM based cheat device compatible with the PlayStation. Features a music player to listen to sound files in game. Only uses basic GameShark codes, no other features.

☐ **GameShark Pro** Interact \$0/R0

Same features as the original GameShark but now acts as a memory card as well.

☐ **GameStick** CH Products \$60/R6

A dual-analog joystick controller that replaces the game pad. Can be used with any game, but works best with flight simulator-type games. Retail for \$59.95.

☐ **Gamestop 15 Block Memory Card** Gamestop \$0/R0

1 Meg memory card, contains 15 blocks. Comes with a label and storage case. Red or blue colors.

☐ **Gold Finger 2in1** Unknown \$0/R0

Plugs into the PlayStation's parallel port and not only functions as a typical GameShark pirate device, it also lets you play black & white Game Boy games on your PlayStation, but without sound.

☐ **GT2 Wheel** Pelican \$0/R0

A steering wheel controller. Does not have foot pedals.

☐ **Guncon** Namco \$0/R0

Developed by Namco. The best light gun for the Sony PlayStation. Sold packaged with various Namco games or by itself. Unfortunately, it's only compatible with Namco light gun games and Elemental Gearbolt. Sorry Area 51 players.

☐ **GunZ: Arcade Action Shooter** ACT Labs \$0/R0

Another light gun.

☐ **Harry Potter Gamepad** Unknown \$0/R0

A dual shock controller emblazoned with the logo and likeness of Harry Potter. Package also comes with a Harry Potter memory card. Sold in the U.K.

☐ **High Frequency Dual Force 2** High Frequency \$0/R0

A dual analog controller compatible with both the PlayStation and PS2. Features analog buttons, a turbo function, vibration, and rubber grips.

☐ **High Speed Code Card** Unknown \$0/R0

Another Pro Action Replay/GameShark knock-off. Plug it into your parallel port to play import games/backups, use cheat codes, manage memory cards, and view V-RAM images. Oddly enough, the box says High Speed Code Card, the device itself has a Game Enhancer label, and the screen reads Pro Action Replay!

☐ **Hip Gear Game Controller** Hip Gear \$0/R0

Developed by Hip Gear. A large non-analog controller.

☐ **Home Arcade Twin Shock** **Blaze** **\$50/R5**

Developed by Blaze. A gigantic arcade-style controller with two eight-way arcade-style joysticks and large arcade-style buttons. Features turbo, slow motion, and dual shock.

☐ **Hori Fighting Stick** **Hori** **\$15/R7**

Developed by Hori. A jet-black joystick that looks like it had been ripped from a Neo-Geo unit. Has an arcade-style joystick and buttons, along with turbo and slow-motion modes.

☐ **Hori Wireless Anashin Controller** **Hori** **\$0/R0**

A wireless controller, featuring dual vibration joysticks and vibration. Compatible with both the PlayStation and PS2. Up to four of these controllers can be used at the same time for multiplayer games. Available in black and blue colors. Officially licensed.

☐ **Innovation PSOne Battery Pack** **Innovation** **\$0/R0**

Developed by Innovation Technologies. A battery pack for use with the PlayStation in order to make it a true portable system.

☐ **Interact Memory Drive** **Interact** **\$30/R8**

Developed by Interact. Now this is cool. The memory drive attaches to the PlayStation and uses everyday old floppy discs as memory cards. Looks to be a precursor to the Dex Drive which came out later. Originally priced at \$99 and came with ten floppies to start with. Fairly rare.

☐ **Interact Mobile Power One Rechargeable Battery Pack** **Interact** **\$0/R0**

Developed by Interact. A battery pack for use with the PlayStation in order to make it a true portable system. Rechargeable.

☐ **Jordan Grand Prix Steering Wheel** **Jordan** **\$0/R0**

Developed by Jordan. A black and yellow racing wheel. Features vibration and has an actual gear shift attached.

☐ **Joytech 1m Memory Card** **Jack/All Games** **\$0/R0**

Developed by Joytech USA. 1 Meg memory cards. Available in metallic blue, purple, grey, and red colors.

☐ **Light Blaster** **Interact** **\$0/R0**

Gun controller. Auto-fire, auto-reload, intelligent reload, reload knob, and a memory card slot built-in, among others.

☐ **Lightspan Mobile Learning Center** **Lightspan** **\$0/R10**

Developed by Lightspan. A black and yellow wheeled cart with the Lightspan logo and "Lightspan Mobile LearningCenter" printed on it. Available only to schools subscribing to the Lightspan Achieve Now program. Has enough room to carry several PlayStation systems, several boxes of Lightspan discs, and teaching materials. Also makes a great beer wagon at parties.

☐ **Logic 3 PlayStation Case** **Logic 3** **\$0/R0**

Developed by Logic 3. A plastic storage unit designed to slide under a television. Features enough room to hold a PlayStation, two controllers, and some memory cards.

☐ **Logic 3 PSOne Case** **Logic 3** **\$0/R0**

Developed by Logic 3. Same as the Logic 3 PlayStation case, but is a bit smaller to fit a PlayStation system more compactly.

☐ **Logic 3 Speed Pad** **Logic 3** **\$0/R0**

Developed by Logic 3. A red replacement non-dual shock controller. Features auto-fire mode.

☐ **Logitech 2.4GHz Cordless Freedom** **Logitech** **\$0/R0**

Developed by Logitech. A wireless controller with a 20+ foot range.

Also compatible with the PS2.

☐ **Logitech Cordless Game Controller** **Logitech** **\$0/R0**

Developed by Logitech. A dual shock wireless controller. Features a twenty-foot range, vibration, and 50-plus hours of battery life. Official U.S. PlayStation Magazine rated it "the undisputed king of wireless pads." Compatible with the PS2.

☐ **Mad Catz Blaster** **Mad Catz** **\$0/R0**

Developed by Mad Catz. A bright blue, sci-fi-looking gun controller compatible with Guncon games. Features vibration feedback, LED lights, rapid fire, and automatic reload capabilities.

☐ **Mad Catz Dual Force Analog Controller** **Mad Catz** **\$0/R0**

Developed by Mad Catz. A third-party analog controller.

☐ **Mad Catz Dual Force Racing Wheel** **Mad Catz** **\$0/R0**

A steering wheel controller. Also comes with pedals. Endorsed by Mario Andretti.

☐ **Mad Catz Extension Cable** **Mad Catz** **\$5/R1**

Developed by Mad Catz. Extends the length of a normal PSX controller by seven feet.

☐ **Mad Catz Lynx Wireless controller** **Mad Catz** **\$0/R0**

Developed by Mad Catz. A dual analog RF wireless controller. Compatible with both the PlayStation and PS2. Up to eight controllers can be used at once. MSRP was suggested at \$95.

☐ **Mad Catz Multi Port** **Mad Catz** **\$0/R0**

Developed by Mad Catz. A PlayStation multi-tap clone.

☐ **Mad Catz Starter Kit** **Mad Catz** **\$0/R0**

Developed by Mad Catz. Package contains a dual-analog controller, memory card, and extension cable in funky colors.

☐ **Mad Catz Universal MC2 Racing Wheel** **Mad Catz** **\$0/R0**

Developed by Mad Catz. A steering wheel controller compatible with racing games. Features vibration and retractable leg supports. Also compatible with the PS2, GameCube, and Xbox systems.

☐ **Marvel Spider-Pad** **Joyride Studios** **\$0/R0**

A control pad designed with a Spider-Man color scheme.

☐ **MAS Super Pro-Stick** **MAS Systems** **\$80/R7**

Developed by MAS Systems. A big-ass arcade-style joystick controller. Extremely sturdy and a near-exact replica of arcade controls. Can be customized to be compatible with other systems for an extra cost. Check their website for details.

☐ **Memory Card Plus** **Datel** **\$0/R0**

Developed by Datel. A memory card that can store up to 120 game saves. Has a label that reads "Memory Card Plus."

☐ **Mobile Power One** **Interact** **\$0/R0**

Developed by Interact. A rechargeable battery designed for the PlayStation to make it truly portable.

☐ **Movie Card** **Gammers** **\$0/R0**

Plugs into the parallel port. Allows you to watch VCD movies on your PlayStation and also has a built-in Game Enhancer.

☐ **Movie Card** **Redant** **\$0/R0**

Plugs into the parallel port. Allows you to watch VCD movies on your PlayStation and also includes a cheat CD-ROM.

☐ **Movie Card** **Topview Electro** **\$20/R5**

Developed by Topview Electronics. Plug this baby into your parallel

port and watch VCD's on your PlayStation. Sold in Hong Kong.

- MP3 Station** **Unknown** **\$0/R0**
Play MP3 CDs on your PlayStation. Also functions as a GameShark. Uses the parallel port.
- MPXchanger** **Blaze** **\$0/R0**
Developed by Blaze. Similar to a Dex Drive, allows a player to download and upload saved game files from a memory card to a PC. However, this item could also be used to program PocketStation games and can also be used with Dreamcast VMU's with an adapter.
- MyMyBox Premium Ignition** **MyMyBox** **\$0/R0**
Dance Pad V2.5b
An eight-arrow soft dance pad. Features a t-grip bottom to prevent slippage, a one inch dense foam insert, and arcade-sized reinforced buttons.
- Naki Finger Dance Pad** **Naki** **\$0/R0**
Developed by Naki. A miniature hand-held "dance pad" designed for dancing games. Play DDR with your hands instead of your feet, although that kind of defeats the purpose.
- Naki Iguana Series control pad** **Naki** **\$0/R0**
Developed by Naki. A non-analog clear plastic controller. Features slow-motion and turbo modes. Package also came with a memory card.
- Naki Spider-Pad** **Naki** **\$0/R0**
Developed by Naki. A dual analog controller with a Spider-Man design scheme. Also features turbo fire and slow-motion modes.
- Namco Arcade Joystick** **Namco** **\$0/R0**
Developed by Namco. A fairly large black and yellow controller perfect for fighting games. Features a large arcade-style joystick and buttons.
- NASCAR Compact Wheel** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A racing wheel emblazoned with the NASCAR logo. Features digital, analog, and NegCon modes, and also has two analog paddles behind the wheel that controls shifting and speeding up/down.
- NASCAR Shock2** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. Similar to the NASCAR Compact Wheel, this controller shares the same functions as the other but also includes pedals, vibration, and is designed to be played while resting on your lap.
- NegCon** **Sony** **\$0/R0**
Developed by Namco. An analog driving pad that uses a twisting motion to control your vehicle. Much more compact than a wheel, but a bit tougher to get used to.
- Nuby Sniper** **Nuby** **\$0/R0**
A Guncon-compatible light gun. Features auto-fire, auto-reload, a manual reload button, and kick-back vibration.
- Nuby Wireless Controllers** **Nuby** **\$0/R0**
Wireless analog controllers with a "rumble" feature built-in. Packaged in sets of two.
- Nyko Memory Card 1** **Nyko** **\$0/R0**
Developed by Nyko. A one megabit memory card with 15 blocks.
- P99G2 Light Blaster** **Unknown** **\$0/R0**
Yet another light gun controller. This one features a reload pedal, auto-fire and auto-reload, recoil, and a light sensor for more accurate aiming. Looks vaguely like a blue and black GunCon.
- PC Comm Card** **Unknown** **\$0/R0**

A card that plugs into your PC that allows you to create your own cheat codes. Includes a DB-25 cable. Requires either an Action Replay, Game Enhancer, or any sort of various pirated GameShark devices.

- Pelican Massive Memory Card** **Pelican** **\$0/R0**
Developed by Pelican. Contains up to 1080 blocks of memory or 180 blocks of compressed memory. Also features an LED display.
- Performance Dual Impact GamePad** **Performance** **\$0/R0**
Developed by Performance. The dual-shock version of the Performance GamePad.
- Performance GamePad** **Performance** **\$0/R0**
Developed by Performance. A third-party PlayStation controller. Does not have analog or vibration functions, but does have rapid-fire and slow-mo modes.
- Performance Massive Memory Card** **Performance** **\$0/R0**
Developed by Performance. Contains 1440 blocks of memory along with an LED display. Packaged with a bonus storage case.
- Performance Mega Memory Card** **Performance** **\$0/R0**
Developed by Performance. Contains 360 blocks of regular memory, or 60 blocks of compressed memory. Originally packaged with a storage case.
- Performance MultiPlayer Adapter** **Performance** **\$0/R0**
Developed by Performance. A third-party multi-tap adapter.
- Performance Racing Wheel** **Performance** **\$0/R0**
Developed by Performance. A racing wheel featuring three hundred degrees of movement, auto centering, adjustable tilt and height of steering column, and vibration. Can be secured to a tabletop or under your legs. No pedals. Also compatible with the PS2.
- PlayStation Backpack** **Sony** **\$5/R6**
Developed by Sony. A black backpack with a color PlayStation logo on the back. Promo item, not sold in stores.
- PlayStation Beach Bag** **Sony** **\$5/R6**
Developed by Sony. A single-strapped "beach bag" style carrying case. Deep blue with black trim, with a black PlayStation logo. Promo item, not sold in stores.
- PlayStation Controller** **Sony** **\$2/R1**
Developed by Sony. A non-analog control pad, exactly the same as those packaged with the original PSX models. Comes in a variety of colors.
- PlayStation Dual Shock Controller** **Sony** **\$5/R1**
Developed by Sony. A standard dual shock controller, exactly the same as those packaged with the Dual Shock edition of the PSX. Comes in a variety of colors.
- PlayStation Dual Sticks Controller** **Sony** **\$40/R6**
Developed by Sony. Think the Steel Battalion controller for the Xbox is an original idea? Check out this baby. While not as spiffy-looking or feature-laden, this controller is still excellent for mech games. Compatible with Armored Core, Ace Combat 1 & 2, and a few others.
- PlayStation Joystick** **Sony** **\$7/R3**
Developed by Sony. A joystick controller almost as big as the PlayStation console itself! Has the typical turbo and slow-motion

features.

- ☐ **PlayStation Link Cable** **Sony** **\$5/R2**
The official PlayStation link cable. Hook up two PlayStations to take advantage of those games that use the "link" feature.
- ☐ **PlayStation Memory Card** **Sony** **\$3/R1**
The official PlayStation memory card.
- ☐ **PlayStation Multi-Tap** **Sony** **\$2/R1**
Allows up to four players to play simultaneously. Eight if you use two.
- ☐ **PlayStation One Carrying Case** **Sony** **\$5/R2**
A padded carry bag used to lug around the PlayStation system. Has five compartments for various crap and also has an adjustable shoulder strap. Mostly black with navy blue trim and has the PSX logo on the front.
- ☐ **PlayStation Replacement Case** **Various** **\$0/R0**
Tired of your PlayStation's ugly grey color? Yank it off and swap it with a variety of replacement cases. Most are available in clear colors, but some have funky designs such as camouflage.
- ☐ **PlayStation Underground shoulder bag** **Sony** **\$0/R0**
A carrying bag for your PlayStation system. Has the PlayStation Underground logo stamped on it. Most likely a promo item.
- ☐ **PocketStation** **Sony** **\$0/R0**
Developed by Sony. Similar to the Dreamcast's VMU, the PocketStation acted as a memory card and a mini-game player. Various games such as Final Fantasy VIII made use of it as well for bonus features. Sold only in Japan.
- ☐ **Pro Racing Grip** **Blaze** **\$0/R0**
A hand-held steering wheel controller. The only controller of its kind that has a wheel on both sides to accommodate lefties and righties.
- ☐ **Pro Shock Arcade** **Blaze** **\$0/R0**
A joystick controller with vibration capability.
- ☐ **Program Pad** **Interact** **\$0/R0**
A control pad that features ten programmable fire buttons.
- ☐ **PS Arcade** **Interact** **\$0/R0**
An arcade-style joystick controller with huge buttons to pound on.
- ☐ **PSOne Console Bag** **Sony** **\$0/R0**
Developed by Sony. A bag designed to store and transport your PlayStation system. Features a compartment space to store memory cards, controllers, etc. Front pockets can store up to eight games and manuals. Also includes an adjustable strap and a removable cellular phone holder.
- ☐ **PSX Multi-Emulator Z** **Unknown** **\$0/R0**
Plugs into the PlayStation's parallel port. Not only acts as a GameShark and an external mod chip, it also lets you play Sega Master System, Sega Game Gear, Game Boy, and TurboGrafx games via ROMs on a CD-ROM.
- ☐ **PSX/DC Multi 16 Meg Memory Card** **Welcome OEM** **\$0/R0**
A 16 meg memory card that is compatible with both the PSX and the Dreamcast.
- ☐ **PS-X-Change** **Unknown** **\$0/R0**
A boot disc used to play imports and backups on the SCPH-9xxx and PlayStation consoles.
- ☐ **PsychoPad Jr.** **ACT Labs** **\$0/R0**
Developed by ACT Laboratories. A programmable control pad. Does

not have analog or vibration, but makes up for it by having twelve programmable buttons, four user-defined macros, and up to ten moves can be assigned to each button. Great for making combos in fighting games easier.

- ☐ **PsychoPad K.O.** **ACT Labs** **\$0/R0**
Developed by ACT Laboratories. A programmable arcade-style joystick controller. Features twelve buttons, and each button can have up to ten moves attached. Also has auto-fire and slow-motion modes for every button. Can be used with the PlayStation, Saturn, and Super Nintendo.
- ☐ **Razor Powershock Pad** **Razor** **\$0/R0**
Control pad featuring dual analog sticks, vibration, turbo, and a circular pad.
- ☐ **Reality Vest** **Nuby** **\$0/R0**
Wear this vest and feel the game itself. Works with all vibration function PSX games. "Shock" effect can be customized to your preference.
- ☐ **RedOctane Dance Pad** **RedOctane** **\$30/R2**
Developed by RedOctane. A four-direction cushioned dance pad for use with the DDR-type games. Has a huge "RedOctane" logo in the middle of it.
- ☐ **RedOctane Ignition Dance Pad** **RedOctane** **\$75/R2**
Developed by RedOctane. A four-direction cushioned dance pad for use with the DDR-type games. This one has arcade-size dimensions and circuitry to make your home experience as close to the arcade as possible. Also features raised buttons you can "feel" with your feet.
- ☐ **RF Max 900** **Nyko** **\$0/R0**
Wireless RF adapter, but it doesn't work so well.
- ☐ **Scorpion Recoil Light Gun** **Blaze** **\$0/R0**
Developed by Blaze. A light gun designed to look like a realistic pistol. Features auto fire, auto-reload, and recoil action. Compatible with Namco GunCon games along with other light gun games.
- ☐ **Scuderia Gamepad** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A typical dual shock controller, but features graphics bearing the image of a Ferrari Scuderia F1 racer. Pretty neat looking, if nothing else.
- ☐ **SharkLink** **Interact** **\$0/R0**
Requires GameShark CDX. Connect your PSX to a PC and design your own cheat codes.
- ☐ **Shock2 Infrared Controller** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A wireless dual shock controller. Uses infrared technology to help prevent controller confusion among multiplayer games. Can be used up to thirty feet away. Features digital, analog, and NegCon modes.
- ☐ **Shock2 Ultra Analog Controller** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A dual shock controller featuring ten fire buttons, a turbo mode, and an option to switch between digital, analog, and NegCon modes.
- ☐ **ShockHammer** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A Dual Shock clone, with slow motion and turbo options. Also has rubber-gripped handles.
- ☐ **Sony PlayStation Mouse** **Sony** **\$25/R6**
Developed by Sony. A mouse controller compatible with several PSX games. Fairly uncommon. Originally packaged with a mouse pad with the PlayStation logo on it.

- ☐ **Sportster Racing Wheel** **Pelican** **\$0/R0**
Developed by Pelican. A driving wheel featuring vibration, gas and brake analog paddles, rubber grips, digital acceleration gauge, and "traction control system" that supposedly improves handling on tight curves.
- ☐ **Super Cobra** **Nyko** **\$0/R0**
Developed by Nyko. A bright blue light gun compatible with all the games the GunCon wasn't. Also compatible with the Sega Saturn.
- ☐ **Super Game Converter** **Innovation** **\$0/R0**
Allows playing of import and backup games. Plugs into the parallel port socket, so newer PlayStation's can't use it. Also functions as a GameShark.
- ☐ **Super GB Booster** **Innovation** **\$0/R0**
Another device that allows you to play Game Boy games on your PSX.
- ☐ **Taichi Clear PSOne Lid** **Taichi** **\$0/R0**
Developed by Taichi. A clear-colored lid for the PlayStation. Use this to replace your old blah gray lid and make it a bit cooler. Had a ying-yang symbol covering the PlayStation cover.
- ☐ **Thrustmaster Analog Gamepad** **Thrustmaster** **\$0/R0**
Developed by Thrustmaster. A replacement dual shock controller. Features slow motion, turbo, and turbo reset buttons.
- ☐ **Tilt Force 2** **Pelican** **\$0/R0**
Control your characters just by tilting the pad in different directions. Also has vibration capability.
- ☐ **Top Gun Fox 2 Pro Flight Stick** **Thrustmaster** **\$15/R5**
Developed by Thrustmaster. A dedicated joystick suitable with flight and Mech-style combat games. Features adjustable vibration, a built-in motor, adjustable handle resistance, and non-slip weighted base, and programmable buttons.
- ☐ **Transparent casing** **National Consol** **\$0/R0**
A transparent case used to replace your PlayStation's dull grey one. Comes in different colors.
- ☐ **U.S. Flag Pad** **Naki** **\$0/R0**
A Dual Shock controller with a U.S. flag design scheme.
- ☐ **Ultra Racer 64** **Interact** **\$0/R0**
A hand-held steering wheel controller. Made for the N64, but also compatible with the PSX.
- ☐ **Universal Rocker Pad** **Naki** **\$0/R0**
A regular Dual Shock pad that's also compatible with the N64. The N64's buttons are simply mapped onto the PSX's. Available in pink, yellow, blue, black, and clear.
- ☐ **V3fx Racing Wheel** **Interact** **\$0/R0**
A steering wheel controller with programmable fire buttons. Also compatible with the N64.
- ☐ **Video Game Enhancer** **Nuwave** **\$0/R0**
A device that boosts the picture screen, giving your games more brilliance and clarity. Works with all game systems.
- ☐ **Video Game Xploder** **Unknown** **\$0/R0**
A cheat device similar to the GameShark. Uses the parallel port.
- ☐ **Viper 2** **Nyko** **\$0/R0**
A Dual Shock clone controller. Has turbo and slow-motion options. Comes in red, black, yellow, purple, and blue.
- ☐ **Virtual Memory Card System** **Interact** **\$0/R0**
Best described as a hard drive for your game saves. Plugs into the

back of the PlayStation and can hold as much data as sixty memory cards. Can't be used with newer PlayStation models due to the plug-in aspect.

- ☐ **V-Thunder Racing Wheel** **Interact** **\$0/R0**
A steering wheel controller endorsed by Dale Earnhardt Jr. Features pedals and also has analog hand paddles if you don't want to use those.
- ☐ **Wrist Rumbler** **Mad Catz** **\$10/R5**
Developed by Mad Catz. Strap this baby on your wrist and feel the vibrations supplied by dual-shock games. It's currently unknown if this would work well as a sexual device.
- Total # of items in this section: **182**

RUMOR MILL

- ☐ **[unknown baseball game]** **Midway** **\$0/R0**
An "extreme" baseball game similar to NBA Jam and NFL Blitz was reportedly in development.
- ☐ **[unknown golf game]** **Midway** **\$0/R0**
An "extreme" golf game similar to NBA Jam and NFL Blitz was reportedly in development.
- ☐ **11th Hour, The** **Unknown** **\$0/R0**
Based on the PC game.
- ☐ **1998 Rally De Africa** **Prism Arts** **\$0/R0**
Released overseas.
- ☐ **3 Decathlon** **Virgin** **\$0/R0**
- ☐ **4th Super Robot Taisen S** **Banpresto** **\$0/R0**
Released in Japan.
- ☐ **Aaron Vs. Ruth: Battle of the Big Bats** **Mindscape** **\$0/R0**
Developed by NuFX.
- ☐ **AbalaBurn** **Takara** **\$0/R0**
Developed by Tamsoft. Released in Japan.
- ☐ **ABC College Football** **Overtime Sports** **\$0/R0**
- ☐ **ABC's Monday Night Football** **Overtime Sports** **\$0/R0**
- ☐ **Aconcagua** **Sony** **\$0/R0**
- ☐ **Adrenalin Demolition Mission** **Amer Softworks** **\$0/R0**
- ☐ **Advanced Dungeons & Dragons: Tower of Doom** **Acclaim** **\$0/R0**
- ☐ **Advanced Variable Geo** **TGL** **\$0/R0**
Developed by TGL. Released in Japan.
- ☐ **Advanced Variable Geo 2** **TGL** **\$0/R0**
Developed by TGL. Released in Japan.
- ☐ **Aeon Flux** **Viacom** **\$0/R0**
Apparently based on the MTV animated series.
- ☐ **Airboardin' USA** **Agetec** **\$0/R0**
- ☐ **Alien Virus** **Vic Tokai** **\$0/R0**
- ☐ **Alien vs. Predator** **Fox Interactive** **\$0/R0**
Based on the Dark Horse comic book.
- ☐ **All-Star Baseball** **Unknown** **\$0/R0**
Apparently a different game than All-Star Baseball '97.

☐ Alphastorm	Sony	\$0/R0	Developed by The Collective. Based on the TV show. Apparently was scrapped in favor of the PS2.
☐ American Deer Hunter Cancelled.	Interplay	\$0/R0	☐ Capcom Generation 1 Capcom \$0/R0 Released in Japan.
☐ Animal Football	Phoenix Games	\$0/R0	☐ Capcom Generation 2 Capcom \$0/R0 Released in Japan.
☐ Aqua Prophecy	ASCII	\$0/R0	☐ Capcom Generation 3 Capcom \$0/R0 Released in Japan.
☐ Ark of Time Developed by Project Two Interactive.	Project Two	\$0/R0	☐ Capcom Generation 4 Capcom \$0/R0 Released in Japan.
☐ Armed	Interplay	\$0/R0	☐ Capcom Generation 5 Capcom \$0/R0 a.k.a. Street Fighter Collection 2 (U.S.) Released in Japan.
☐ Army Men: Arcade Blasts Developed by Studio 3DO.	Infogrames	\$0/R0	☐ Cardio Atlus \$0/R0 Was to be shown at E3 '98.
☐ Arthur's Quiz Show	Mattel Interact	\$0/R0	☐ Carmageddon 2 Interplay \$0/R0 Part one was released in Europe.
☐ Asghan	Grolier Interac	\$0/R0	☐ Castrol Honda VTR Interplay \$0/R0 Cancelled.
☐ Asuka 120% Burning Fest Final Developed by Family Soft.	Family Soft	\$0/R0	☐ Colliderz ASC Games \$0/R0
☐ Athamor	Psygnosis	\$0/R0	☐ Constructor Acclaim \$0/R0 Developed by System 3 Software.
☐ Backyard Football 2001 Cancelled.	Midway	\$0/R0	☐ Covert Wars Playmates \$0/R0
☐ Bakudan Kozou Scoop the Kid	Tears	\$0/R0	☐ Creature Shock: Special Edition Data East \$0/R0 Developed by Argonaut. Advertised in Defcon 5.
☐ Baldur's Gate Developed by BioWare Corp. Based on the PC game.	Interplay	\$0/R0	☐ Crisis Beat Play It! \$0/R0
☐ Bass Fishing World Championship Possibly renamed to a different game.	Unknown	\$0/R0	☐ Critical Blow Banpresto \$0/R0 Developed by Racdym. Released in Japan.
☐ Batman Overdrive Ubi Soft \$0/R0 Probably became Batman: Gotham City Racing.			☐ CT Special Forces Bethesda Soft \$0/R0 Developed by Similis. Announced, not yet released.
☐ Battle Arena Toshinden 2 Plus a.k.a. Toshinden 2 Plus (Japan) Developed by Takara. Released in Japan.	Takara	\$0/R0	☐ CT Special Forces: Back to Hell Bethesda Soft \$0/R0 Developed by Similis. Announced, not yet released.
☐ Battle Sabres Bandai \$0/R0 a.k.a. Sabre Marionette J: Battle Sabres (Japan)			☐ Cyber War Coconuts \$0/R0
☐ Battleship Hasbro Interact \$0/R0			☐ Cybernetic Empire Telenet \$0/R0 Developed by Telenet. Released in Japan.
☐ Beatmania: 2nd Mix Konami \$0/R0 Released in Japan.			☐ Daikatana Eidos \$0/R0
☐ Beatmania: 3rd Mix Konami \$0/R0 Released in Japan.			☐ Dance! Dance! Dance! Konami \$0/R0 Released in Japan.
☐ Bedlam GT Interactive \$0/R0 Released in Europe. Mouse compatible.			☐ Dark Earth Unknown \$0/R0
☐ Berenstain Bears Extreme Sports Unknown \$0/R0			☐ Dark Guns Sony \$0/R0 Was to be shown at E3 '98.
☐ Blade Arts Enix \$0/R0			☐ Dark Legends Unknown \$0/R0
☐ Block & Go Phoenix Games \$0/R0			☐ Dark Net Amer Softworks \$0/R0
☐ Blood Storm Strata \$0/R0 A port of the arcade game.			☐ Dark Omen Electronic Arts \$0/R0
☐ Blues Brothers 2000 Titus \$0/R0			A mockup cover can be seen at #SLUS-00550 .
☐ Bounty Arms Data West \$0/R0			☐ Dark Sun: Shattered Lands Data East \$0/R0 Developed by Strategic Simulations. Based on the PC game, which
☐ Breakneck Unknown \$0/R0			
☐ Buffy the Vampire Slayer Fox Interactive \$0/R0			

is in turn based on the Advanced Dungeons & Dragons Dark Sun world. Advertised in Defcon 5.

☐ Dead Unity	T*HQ	\$0/R0
☐ Deadly Skies	JVC	\$0/R0
Developed by Funcom. Cancelled. Released in Japan.		
☐ Deuce	Midway	\$0/R0
Developed by Midway.		
☐ DevilMan	Bandai	\$0/R0
Developed by Bandai. Released in Japan.		
☐ Diablo (4-player)	Electronic Arts	\$0/R0
Developed by Blizzard Entertainment. Same game as the two-player version, except this version supports the multi-tap accessory. We'd swear we've seen this one on a store shelf somewhere. Did anyone else? Multiplayer adapter compatible.		
☐ Digimon Grand Prix	Bandai	\$0/R0
Developed by Bandai. Cancelled. A mockup cover can be seen at www.samgoody.com .		
☐ Dirty War	Sidhe Int'l	\$0/R0
☐ Discworld Noir	Psygnosis	\$0/R0
Developed by Perfect 10 Productions. Was to be the third game in the "Discworld" series. Released on PC.		
☐ DoDonPachi	Metro3D	\$0/R0
Developed by Atlus. Cancelled.		
☐ Dolphin's Dream	Konami	\$0/R0
Was to be shown at E3 '98.		
☐ Dragon Warrior IV	Enix	\$0/R0
Developed by Enix. Cancelled.		
☐ Earthworm Jim 3D	Interplay	\$0/R0
Developed by Vis Interactive.		
☐ Eric	Psygnosis	\$0/R0
Developed by Haiku Studios. Based on the book series. Planned to have gameplay similar to Diablo.		
☐ Eminem: Mature Version	SVG Dist	\$0/R0
☐ Eminem: Teen Version	SVG Dist	\$0/R0
☐ EPSN Hockey Night	Radical	\$0/R0
Was to be shown at E3 '98.		
☐ ESPN Great Outdoor Games: Bass Fishing	Unknown	\$0/R0
Cancelled.		
☐ Family Game Pack 2	3DO	\$0/R0
☐ Fate of the Dragon	Eidos	\$0/R0
☐ Firo and Klawd	BMG Interactive	\$0/R0
Released in Japan and Europe.		
☐ Fox Sports Tennis	Fox Interactive	\$0/R0
Was to be shown at E3 '98.		
☐ G Shock	Konami	\$0/R0
☐ Gallop Racer 2	Tecmo	\$0/R0
Appears on PlayStation 2.		
☐ Global Domination	Psygnosis	\$0/R0
Cancelled.		
☐ Gungage	Konami	\$0/R0
Released in Japan and Europe.		

☐ Gunners Heaven	Media Vision	\$0/R0
☐ Hank Parker's Black Bass	Hot-B	\$0/R0
Was to be shown at E3 '98. Possibly morphed into Black Bass with Blue Marlin.		
☐ Heavy Gear	Activision	\$0/R0
☐ Heroes of Might and Magic	New World Compu	\$0/R0
☐ High Heat Major League Baseball 2004	3DO	\$0/R0
Developed by Studio 3DO. Moved to the PS2.		
☐ Hit Back	ASCII	\$0/R0
Was to be shown at E3 '98. Released in Japan.		
☐ Hitman 2: Silent Assassin	Eidos	\$0/R0
☐ Hybrid	SPS	\$0/R0
Released in Japan and Europe.		
☐ I Have No Mouth and I Must Scream	Unknown	\$0/R0
Based on the short story. Mentioned in issues of Electronic Gaming Monthly and Flux.		
☐ Incredible Tunes	Unknown	\$0/R0
☐ Indiana Jones and the Infernal Machine	LucasArts	\$0/R0
☐ Infestation	Ubi Soft	\$0/R0
Released in Europe.		
☐ In-Fisherman Bass Hunter	Take2 Interact	\$0/R0
☐ Internal Section	Squaresoft	\$0/R0
Developed by Squaresoft. Released in Japan. also known as "Square" and "SquareEnix".		
☐ Jesse James: Six Shooter Showdown	Konami	\$0/R0
☐ Jimmy White's Cueball	Konami	\$0/R0
Listed on Sony's PlayStation website with a part # of SLUS-01118.		
☐ Joe Blow	Sir-Tech	\$0/R0
Was to be shown at E3 '98.		
☐ Killer Wheel	Unknown	\$0/R0
a.k.a. Torc: Legend of Ogre Crown		
☐ Kula World	Psygnosis	\$0/R0
Released in Japan.		
☐ Last Blade, The	SNK	\$0/R0
Developed by SNK. Released in Japan.		
☐ Legion	Sony	\$0/R0
☐ Lego Stunt Rally	Lego Media	\$0/R0
Cancelled. Listed on Sony's PlayStation website with the part # SLUS-01390.		
☐ Libero Grande	Namco	\$0/R0
Released in Japan.		
☐ Ling Rise	ASCII	\$0/R0
☐ Love Game's Tennis	Metro3D	\$0/R0
Cancelled.		
☐ Lufia III: Ruins Chasers	Natsume	\$0/R0
☐ Lunar Gun	Unknown	\$0/R0

☐ Macross VF-X2 Released in Japan.	Bandai	\$0/R0	☐ Power Soccer 2 Was to be shown at E3 '98.	Psygnosis	\$0/R0
☐ Mag 3 Developed by VCC Entertainment.	Crave	\$0/R0	☐ Predator Racing Was to be shown at E3 '98.	Ubi Soft	\$0/R0
☐ Magical Tetris Challenge	Capcom	\$0/R0	☐ Prince of Persia 3D	Mindscape	\$0/R0
☐ Magzone	Trimark	\$0/R0	☐ Racing Lagoon also known as "Square" and "SquareEnix".	Squaresoft	\$0/R0
☐ Maximum Gauge	MGM/UA	\$0/R0	☐ Raven Project	Unknown	\$0/R0
☐ Messiah Developed by Shiny Entertainment. Advertised heavily, but never released. A cover mockup can be seen at www.gamerland.com .	Shiny	\$0/R0	☐ Raw Pursuit	Unknown	\$0/R0
☐ Metal Jacket	Pony Canyon	\$0/R0	☐ Raze	Unknown	\$0/R0
☐ Mix TV Presents: Eminem Held up following a lawsuit between Eminem and Conspiracy Entertainment. Planned to feature a collection of his videos.	Conspiracy	\$0/R0	☐ Redneck Rampage	Crave	\$0/R0
☐ MLBPA Baseball	Unknown	\$0/R0	☐ Relic Hunter Based on the TV show.	Unknown	\$0/R0
☐ Monster Rancher Battlecard	Tecmo	\$0/R0	☐ Respect, Inc.	Psygnosis	\$0/R0
☐ Montezuma's Return	Utopia	\$0/R0	☐ Return Fire 2 Was to be shown at E3 '98.	MGM Interactive	\$0/R0
☐ Motocross Madness Mentioned on Sony's official PlayStation site. #SLUS-00901.	Psygnosis	\$0/R0	☐ Return to Zork	Unknown	\$0/R0
☐ NASCAR Racers Cancelled.	Infogrames	\$0/R0	☐ Road Rash Unchained Possibly renamed to another title.	Electronic Arts	\$0/R0
☐ NBA Fastbreak '99 Was to be shown at E3 '98.	Midway	\$0/R0	☐ Roadkill Was to be shown at E3 '98.	Cryo Inter	\$0/R0
☐ NBA ShootOut '99 Developed by 989 Sports. Cancelled. Multiplayer adapter compatible.	989 Studios	\$0/R0	☐ RoboCop Unnamed RoboCop title.	Titus	\$0/R0
☐ Necrodome	Mindscape	\$0/R0	☐ Rock & Roll Racing 2	Interplay	\$0/R0
☐ Neopets: The Darkest Faerie Developed by Code Monkeys. Cancelled, moved to the PS2.	Sony	\$0/R0	☐ Rogue Trip 2	GT Interactive	\$0/R0
☐ NFL Blitz 2003 Developed by Midway. Listed on PlayStation.com.	Midway	\$0/R0	☐ Rollerball Developed by Z-Axis.	Acclaim	\$0/R0
☐ NFL Quarterback Club '98 Developed by Iguana. Cancelled.	Acclaim	\$0/R0	☐ RollerJam	Electronic Arts	\$0/R0
☐ Nickelodeon's Catdog: Saving Mean Bob	Hasbro Interact	\$0/R0	☐ Rugby 2000	Electronic Arts	\$0/R0
☐ Ninja Gaiden Unnamed Ninja Gaiden title.	Tecmo	\$0/R0	☐ Rumbo la Cope 98 Was to be shown at E3 '98. May have been released under a different name.	Electronic Arts	\$0/R0
☐ Obee: Tale of the Circus Announced. Unknown if released.	Sound Source	\$0/R0	☐ S.T.O.R.M.	Unknown	\$0/R0
☐ Obsidian	Rocket Science	\$0/R0	☐ Santa Claus Saves the Earth Developed by Telegames. Advertised on the Telegames website, not yet released.	Telegames	\$0/R0
☐ Pajama Sam 3	Infogrames	\$0/R0	☐ Scoby-Doo! Classic Creep Capers Developed by Terraglyph Interactive Studios. Cancelled.	Unknown	\$0/R0
☐ Panzer General 3D Developed by Strategic Simulations. Listed on Sony's official PlayStation site. #SLUS-00944.	SSI	\$0/R0	☐ Sesame Street: Adventures of Elmo in Grouchland Cancelled.	NewKidCo	\$0/R0
☐ Paperboy	Midway	\$0/R0	☐ Shadow Gunner: The Robot Wars Was to be shown at E3 '98. Released in Japan and PAL formats.	Ubi Soft	\$0/R0
☐ Plasma Sword	Capcom	\$0/R0	☐ SharkWire An add-on peripheral containing a modem, keyboard, and phone line. Would have allowed users to access to the SharkWire online site which featured news, reviews, a message board, private e-mail, and GameShark downloads.	Interact	\$0/R0
☐ Populous: Third Coming Was to be shown at E3 '98.	Electronic Arts	\$0/R0	☐ Silent Tactics	Agetec	\$0/R0
☐ Power Baseball	Konami	\$0/R0			

Cancelled.			
☐ Slayer	Unknown	\$0/R0	
☐ Sniper	Tommo	\$0/R0	
Announced, not yet released. Most likely cancelled due to D.C. area sniper shootings of 2002.			
☐ Snoopy Adventure	Infogrames	\$0/R0	
Cancelled.			
☐ Snow Break	Atlus	\$0/R0	
☐ Snowboard Kids Plus	Atlus	\$0/R0	
☐ Soccer Kid	Telegames	\$0/R0	
Developed by Telegames. Advertised on the Telegames website, not yet released.			
☐ Solar Eclipse	Crystal Dynam	\$0/R0	
Developed by Crystal Dynamics. Features Babylon 5's Claudia Christian. Advertised in the longbox version of Slam 'n Jam '96, with screenshots.			
☐ Sorcery	Sony	\$0/R0	
Was to be shown at E3 '98.			
☐ Soukaigi	Squaresoft	\$0/R0	
Was to be shown at E3 '98. Released in Japan. also known as "Square" and "SquareEnix".			
☐ Space Bar, The	Rocket Science	\$0/R0	
☐ Speed Tribes	T*HQ	\$0/R0	
Was to be shown at E3 '98.			
☐ Split Realities	Unknown	\$0/R0	
☐ Sportscar	Cryo Inter	\$0/R0	
Was to be shown at E3 '98.			
☐ Star Trek: Klingon Academy	Interplay	\$0/R0	
Was to be shown at E3 '98.			
☐ Star Wars Episode I: Racer	LucasArts	\$0/R0	
Cancelled.			
☐ Super Duper Sumos	Eidos	\$0/R0	
☐ Tanktics	Interplay	\$0/R0	
☐ Tecmo Super Bowl 2	Tecmo	\$0/R0	
Cancelled.			
☐ Teenage Mutant Ninja Turtles 3D	Playmates	\$0/R0	
☐ Test Drive Cycles	Infogrames	\$0/R0	
Developed by Infogrames.			
☐ Test Drive Legacy	Infogrames	\$0/R0	
☐ Test Drive Rally	Infogrames	\$0/R0	
☐ TnT: Tracks and Treasures	Psygnosis	\$0/R0	
☐ Tomb Raider: The Movie	Eidos	\$0/R0	
Developed by Core Design. Scrapped in favor of Tomb Raider: Chronicles.			
☐ Tonic Trouble	Ubi Soft	\$0/R0	
☐ Torc: Legend of Ogre Crown	Unknown	\$0/R0	
a.k.a. Killer Wheel			
☐ Traffic Giant	JoWood	\$0/R0	
Developed by JoWood Productions. Cancelled.			
☐ Turok 1.5	Unknown	\$0/R0	
Developed by Iguana. Cancelled.			
☐ Unnamed Bull-Riding Title	ASC Games	\$0/R0	
PSM Magazine mentioned that ASC Games was working on a bull riding simulation game.			
☐ Unreal Tournament	Infogrames	\$0/R0	
Scrapped in favor of the PlayStation 2.			
☐ Vegas Dreams 2000	3DO	\$0/R0	
Probably renamed to Vegas Games 2000.			
☐ Vermir	Eidos	\$0/R0	
Developed by Kronos Digital.			
☐ Viper	Infogrames	\$0/R0	
☐ Virus 2000	Grolier Interac	\$0/R0	
Released in Europe as V2000.			
☐ VR Pro Pinball	Interplay	\$0/R0	
Developed by VR Sports. Listed on Sony's official PlayStation site. #SLUS-00371.			
☐ Wacky Races	Infogrames	\$0/R0	
Released in PAL format.			
☐ War Wind 2: Liberation	Unknown	\$0/R0	
☐ Waterworld	Unknown	\$0/R0	
Based on the soggy 1995 Kevin Costner action/sci-fi movie. Based on the movie?			
☐ Week in South Park, A	Acclaim	\$0/R0	
Is this the same game as South Park?			
☐ Where in the World is Carmen Sandiego?	The Learning Co	\$0/R0	
☐ Wild Metal	Take2 Interact	\$0/R0	
☐ Wild Water World Championships	Interplay	\$0/R0	
☐ Witchblade	Eidos	\$0/R0	
☐ Worms Pinball	Ubi Soft	\$0/R0	
Developed by Team 17.			
☐ WWF Royal Rumble	T*HQ	\$0/R0	
Developed by Yuke's.			
☐ X-Men Mutant Wars	Activision	\$0/R0	
Developed by Paradox. A 3D action/adventure based in the X-Men universe.			
☐ You Don't Know Jack Vol. 6	Sierra	\$0/R0	
Cancelled.			
Total # of items in this section:			232

DEMOS, SAMPLERS, & NON GAMES

☐ 3Xtreme Demo Disc	Sony	\$0/R0
#SCUS-94365.		
☐ Advanced Dungeons & Dragons: Iron & Blood Demo Disc	Acclaim	\$0/R0
Available only through mail order, and was also packaged with an early issue of Next Generation magazine. #SLUS-00212.		

☐ Ape Escape Demo Disc #SCUS-94489.	Sony	\$0/R0	☐ Crash Bash Demo Disc #SCUS-94616.	Sony	\$0/R0
☐ ASCII Entertainment Demo CD Developed by ASCII. Available only through mail order. Contains a playable Clock Tower demo.	ASCII	\$0/R0	☐ Crash Bash/Spyro Year of the Dragon Demo Disc #SCUS-94654.	Sony	\$0/R0
☐ Attack of the Killer Demos! #SCUS-94397.	Sony	\$0/R0	☐ Crash Team Racing Demo Developed by Naughty Dog. #SCUS-94459.	Sony	\$0/R0
☐ Best Buy Greatest Hits Demo Disc Volume One #SCUS-94668.	Sony	\$0/R0	☐ Crime Killer Demo Disc #SLUS-90020.	Interplay	\$0/R0
☐ Best of the PlayStation Underground CD Mag Year One #SCUS-94261.	Sony	\$0/R0	☐ Croc 2 Demo Disc #SLUS-90056.	Fox Interactive	\$0/R0
☐ Brought To You Exclusively By Best Buy #SCUS-94286.	Sony	\$0/R0	☐ Destruction Derby Raw Demo Disc #SLUS-90092.	Midway	\$0/R0
☐ Brought To You Exclusively By Toys "R" Us #SCUS-94266.	Sony	\$0/R0	☐ Dino Crisis Demo Disc Packaged with Resident Evil 3: Nemesis (non-GH version). #SLUS-90066.	Capcom	\$0/R0
☐ Bugs Bunny: Lost in Time Demo Disc #SLUS-90058.	Infogrames	\$0/R0	☐ Dino Crisis Demo Disc #SLUS-90066.	Capcom	\$0/R0
☐ Burning Road Demo Disc Given away as a bonus for subscribing to Next Generation magazine. #SLUS-00324.	Playmates	\$0/R0	☐ Driver 2 Demo Disc Developed by Reflections. #SLUS-90094.	Infogrames	\$0/R0
☐ Bust-a-Groove Demo Disc #SCUS-94376.	Sony	\$0/R0	☐ Driver Demo Disc Developed by Reflections. #SLUS-90053.	GT Interactive	\$0/R0
☐ Cardinal Syn Demo Disc #SCUS-94265.	Sony	\$0/R0	☐ Duke Nukem: Time to Kill Demo Disc #SLUS-90036.	GT Interactive	\$0/R0
☐ Castlevania: Symphony of the Night Limited Edition Castlevania Music Sampler CD Developed by Konami. #SLUS-00067.	Konami	\$0/R0	☐ Eidos Demo Disc Volume 1 #SLUS-90040.	Eidos	\$0/R0
☐ Clock Tower/Felony 11-79 Demo Disc #SLUS-90010.	ASCII	\$0/R0	☐ Eidos Demo Disc Volume 2 #SLUS-90047.	Eidos	\$0/R0
☐ Codemasters: Genius At Play Sampler #SLUS-90091.	Codemasters	\$0/R0	☐ Eidos Demo Disc Volume 3 #SLUS-90051.	Eidos	\$0/R0
☐ Colony Wars: Vengeance Demo Disc #SLUS-90037-A.	Psygnosis	\$0/R0	☐ Eidos Demo Disc Volume 4 #SLUS-90051.	Eidos	\$0/R0
☐ Contender Demo Disc #SCUS-94380.	Sony	\$0/R0	☐ Eidos Demo Disc Volume 5 #SLUS-90065.	Eidos	\$0/R0
☐ Cool Games, Free Stuff #SLUS-90008.	Namco	\$0/R0	☐ Eidos Demo Disc Volume 6 Contains demos of Tomb Raider III, Tomb Raider IV, Legacy of Kain: Soul Reaver, Fighting Force 2, Gex 3, Akujū the Heartless, Fear Effect, and Warzone 2100. #SLUS-90074.	Eidos	\$0/R0
☐ CoolBoardsers 2001 Demo Disc #SCUS-94625.	Sony	\$0/R0	☐ Eidos Demo Disc Volume 7 #SLUS-90076.	Eidos	\$0/R0
☐ CoolBoardsers 3 Demo Disc #SCUS-94374.	989 Studios	\$0/R0	☐ Final Fantasy VII Demo Disc Developed by SquareSoft. Included with Tobal #1. also known as "Square" and "SquareEnix". #SCUS-94961.	Squaresoft	\$0/R0
☐ CoolBoardsers 4 Demo Disc #SCUS-94388.	Sony	\$0/R0	☐ Final Fantasy VII: SquareSoft on PlayStation Previews Developed by SquareSoft. Demo disc. also known as "Square" and "SquareEnix". #SCUS-94179.	Squaresoft	\$0/R0
			☐ Flintstones Bedrock Bowling, The Demo Disc #SLUS-90034.	SouthPeak	\$0/R0
			☐ Future Cop Demo Disc #SLUS-90034.	Electronic Arts	\$0/R0
			☐ G. Darius/Devil Dice/Brunswick Circuit Pro	T*HQ	\$0/R0

Bowling Demo Disc #SLUS-80690.				94955.				
☐	Galerians Demo Disc	Crave	\$0/R0		☐	Interactive CD Sampler Pack Vol. 2	Sony	\$0/R0
Developed by Polygon Magic. #SLUS-90077.					Included with PlayStations sold between 6/96 and ?. Includes demos of NBA ShootOut, Die Hard Trilogy, VR Soccer, Need for Speed, Assault Rigs, Chronicles of the Sword, Bogen: Dead 6, and Warhawk. Also includes several non-playable demos as well. #SCUS-94957.			
☐	Gran Turismo 2 Bonus PlayStation Disc	Sony	\$0/R0		☐	Interactive CD Sampler Pack Vol. 3	Sony	\$0/R0
Packaged with the Gran Turismo 2: Music at the Speed of Sound: The Album soundtrack. #SCUS-94588.					Included with early PlayStations. Includes demos of Ridge Racer Revolution, Crash Bandicoot, Tekken 2, Blast Chamber, and more. Also includes several non-playable demos as well. #SCUS-94959.			
☐	Gran Turismo 2 Demo	Sony	\$0/R0		☐	Interactive CD Sampler Pack Vol. 3.5	Sony	\$0/R0
Developed by Polyphony Digital. #SCUS-94493.					Included with early PlayStations. Includes demos of Ridge Racer Revolution, Crash Bandicoot, NCAA Gamebreaker, NHL FaceOff '97, Rally Cross, and more. Also includes several non-playable demos as well. #SCUS-94966.			
☐	Gran Turismo Demo Disc	Sony	\$0/R0		☐	Jade Cocoon: Legend of the Tamamayu Demo Disc	Crave	\$0/R0
Developed by Polyphony Digital. #SCUS-94257.					Packaged with Shadow Madness. #SLUS-90054.			
☐	Grind Session Demo Disc	Sony	\$0/R0		☐	JamPack Vol. 1	Sony	\$0/R0
#SCUS-94598.					Contains twelve playable demos, including Pitfall 3D, Dynasty Warriors, Herc's Adventures, and Super Puzzle Fighter II Turbo. #SCUS-94176.			
☐	Harvest Moon: Back to Nature Demo Disc	Natsume	\$0/R0		☐	JamPack Vol. 2	Sony	\$0/R0
#SLUS-81115.					Contains twelve playable demos, including PaRappa the Rapper, Vs, Intelligent Qube, and NFL Gameday '98. #SCUS-94197.			
☐	Hear It Now! Play it Later! PlayStation Developer's Demo Disc	Sony	\$0/R0		☐	Jet Moto 3 Demo Disc	Sony	\$0/R0
Developed by Sony. Contains short demos displaying the PlayStation's capabilities. Also has music that can be listened to in an ordinary CD player (just skip track 1). Given to those who pre-ordered a PlayStation before 9/95.					#SCUS-94384.			
☐	Hot Shots Golf 2 Demo Disc	Sony	\$0/R0		☐	Kagero: Deception II Demo Disc	Tecmo	\$0/R0
#SCUS-94495.					#SLUS-90041.			
☐	Hot Shots Golf Demo Disc	Sony	\$0/R0		☐	Legend of Legaia Demo Disc	Sony	\$0/R0
#SCUS-94253.					#SCUS-94366.			
☐	Interactive CD Sampler Disc Vol. 10	Sony	\$0/R0		☐	Lunar: Silver Star Story Demo Disc	Working Designs	\$0/R0
#BPBX-95011.					#SLUS-90055.			
☐	Interactive CD Sampler Disc Vol. 5	Sony	\$0/R0		☐	MediEvil Demo Disc	Sony	\$0/R0
#BPBX-95003.					#SCUS-94291.			
☐	Interactive CD Sampler Disc Vol. 6	Sony	\$0/R0		☐	Metal Gear Solid Demo Disc	Konami	\$0/R0
#BPBX-95004.					#SLUS-90035.			
☐	Interactive CD Sampler Disc Vol. 7	Sony	\$0/R0		☐	Metal Gear Solid VR Missions Demo Disc	Konami	\$0/R0
#BPBX-95006/SCUS-94262.					#SLUS-90062.			
☐	Interactive CD Sampler Disc Vol. 8	Sony	\$0/R0		☐	MLB 2000 Demo Disc	Sony	\$0/R0
#BPBX-95009.					#SCUS-94364.			
☐	Interactive CD Sampler Disc Vol. 9	Sony	\$0/R0		☐	MLB 2001 Demo Disc	Sony	\$0/R0
#BPBX-95010.					#SCUS-94479.			
☐	Interactive CD Sampler Disc Vol. 11	Sony	\$0/R0		☐	MLB 2002 Demo Disc	Sony	\$0/R0
#SCUS-94463.					#SCUS-94648.			
☐	Interactive CD Sampler Disc Vol. 4	Sony	\$0/R0		☐	MLB 2003 Demo Disc	Sony	\$0/R0
#BPBX-95002.					#SCUS-94672.			
☐	Interactive CD Sampler Pack Vol. 1	Sony	\$0/R0		☐	Monkey Hero Demo Disc	Take2 Interact	\$0/R0
Included with PlayStations sold between 2/96 and 6/96. Includes demos of Loaded, Mortal Kombat 3, Warhawk, Twisted Metal, and Wipeout. Also includes several non-playable demos as well. #SCUS-					#SLUS-80765.			

☐	Monster Rancher 2 Demo Disc #SLUS-90071.	Tecmo	\$0/R0	#SLUS-90043.	☐	Oddworld: Abe's Oddysee Demo Disc Given away at E3 '97. #SLUS-90004.	GT Interactive	\$0/R0
☐	Monster Rancher Demo Disc	Tecmo	\$0/R0		☐	Pac-Man World: 20th Anniversary Demo Disc #SLUS-90057.	Namco	\$0/R0
☐	Ms. Pac-Man Maze Madness Demo Disc Developed by Namco. #SLUS-90080.	Namco	\$0/R0		☐	Pitfall 3D: Beyond the Jungle Demo Disc #SLUS-90017.	Activision	\$0/R0
☐	MTV Sports: Pure Ride Demo Disc Developed by Radical Entertainment. #SLUS-90089.	T+HQ	\$0/R0		☐	Pizza Hut Disc One #SCUS-94480.	Sony	\$0/R0
☐	NBA ShootOut 2001 Demo Disc #SCUS-94582.	Sony	\$0/R0		☐	Pizza Hut Disc Two #SCUS-94481.	Sony	\$0/R0
☐	NBA ShootOut 2002 Demo Disc #SCUS-94660.	Sony	\$0/R0		☐	Pizza-Powered PlayStation Giveaway!! #SCUS-94292.	Sony	\$0/R0
☐	NCAA Final Four 2000 Demo Disc #SCUS-94391.	Sony	\$0/R0		☐	PlayStation Demo Disc Presented by Wal-Mart #SCUS-94595.	Sony	\$0/R0
☐	NCAA Final Four '99 Demo Disc #SCUS-94361.	Sony	\$0/R0		☐	PlayStation Demo Disc Spring 2000 #SCUS-94594.	Sony	\$0/R0
☐	NCAA GameBreaker 2000 Demo Disc #SCUS-94386.	Sony	\$0/R0		☐	PlayStation Demo Disc Version 1.15 #SCUS-94619.	Sony	\$0/R0
☐	NCAA GameBreaker 2001 Demo Disc #SCUS-94574.	Sony	\$0/R0		☐	PlayStation Demo Disc Version 1.3 #SCUS-94618.	Sony	\$0/R0
☐	NCAA GameBreaker '99 Demo Disc #SCUS-94375.	Sony	\$0/R0		☐	PlayStation Demo Disc Version 1.5 #SCUS-94674.	Sony	\$0/R0
☐	NFL GameDay 2000 Demo Disc #SCUS-94385.	Sony	\$0/R0		☐	PlayStation Kiosk Demo Disc Version 1.16 #SCUS-94651.	Sony	\$0/R0
☐	NFL GameDay 2001 Demo Disc #SCUS-94576.	Sony	\$0/R0		☐	PlayStation Kiosk Demo Disc Version 1.17 #SCUS-94663.	Sony	\$0/R0
☐	NFL GameDay '99 Demo Disc #SCUS-94285.	Sony	\$0/R0		☐	PlayStation Kiosk Demo Disc Version 1.18 #SCUS-94667.	Sony	\$0/R0
☐	NFL Xtreme 2 Demo Disc #SCUS-94383.	Sony	\$0/R0		☐	PlayStation Kiosk Demo Disc Version 1.19 #SCUS-94675.	Sony	\$0/R0
☐	NFL Xtreme Demo Disc #SCUS-94271.	Sony	\$0/R0		☐	PlayStation Kiosk Demo Disc Version 1.20 #SCUS-94678.	Sony	\$0/R0
☐	NHL FaceOff 2000 Demo Disc #SCUS-94387.	Sony	\$0/R0		☐	PlayStation Picks, Blue Developed by Sony. Included with the first batch of PlayStations. Includes demos of Battle Arena Toshinden, ESPN Extreme Games, Jumping Flash, and Wipeout. Also includes several non-playable demos as well. #SPUS-94951.	Sony	\$0/R0
☐	NHL FaceOff 2001 Demo Disc #SCUS-94578.	Sony	\$0/R0		☐	PlayStation Picks, Green Developed by Sony. Sold in retail outlets for \$4.99. Includes demos of Spider, Crash Bandicoot, Rebel Assault II, Grid Runner, Black Dawn, and more. Also includes several non-playable demos as well. #SCUS-94960.	Sony	\$0/R0
☐	NHL FaceOff '99 Demo Disc #SCUS-94372.	Sony	\$0/R0					
☐	Nightmare Creatures Demo Disc #SLUS-90011.	Activision	\$0/R0					
☐	Nuclear Strike Demo Disc #SLUS-90006.	Electronic Arts	\$0/R0					
☐	O.D.T. Demo Disc	Psygnosis	\$0/R0					

☐	PlayStation Underground CD Sony	\$0/R0	JAMPACK Fall 2001		
	Mag 1.1		#SCUS-94657.		
	A CD-based magazine containing demos and more. #SCUS-94161.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	PlayStation Underground JAMPACK Summer 2000	Sony \$0/R0
	Mag 1.2			#SCUS-94587.	
	A 2-CD CD-based magazine containing demos and more. #SCUS-94178/SCUS-94179.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	PlayStation Underground JAMPACK Summer '99	Sony \$0/R0
	Mag 1.3			#SCUS-94428.	
	A 2-CD CD-based magazine containing demos and more. #SCUS-94191/SCUS-94192.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	PlayStation Underground JAMPACK Winter 2000	Sony \$0/R0
	Mag 1.4			#SCUS-94624.	
	A 2-CD CD-based magazine containing demos and more. #SCUS-94225/SCUS-94226.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	PlayStation Underground JAMPACK Winter '98	Sony \$0/R0
	Mag 2.1			#SCUS-94293.	
	A 2-CD CD-based magazine containing demos and more. #SCUS-94237/SCUS-94238.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	PlayStation Underground JAMPACK Winter '99	Sony \$0/R0
	Mag 2.2			#SCUS-94475.	
	A 2-CD CD-based magazine containing demos and more. #SCUS-94259/SCUS-94260.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	PlayStation/Pepsi Sampler Disc	Sony \$0/R0
	Mag 2.3			#PSRM-007690.	
	A 2-CD CD-based magazine containing demos and more. #SCUS-94269/SCUS-94270.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	Pro Pinball: Timeshock! Demo Disc	Empire \$0/R0
	Mag 2.4			#SLUS-90039.	
	A 2-CD CD-based magazine containing demos and more. #SCUS-94298/SCUS-94299.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	Psygnosis '98 PlayStation Game Console Catalog	Psygnosis \$0/R0
	Mag 3.1			#SLUS-90037.	
	#SCUS-94440/SCUS-94441.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	Rally Cross 2 Demo Disc	Sony \$0/R0
	Mag 3.2			#SCUS-94377.	
	#SCUS-94442/SCUS-94443.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	Rascal Demo Disc	Psygnosis \$0/R0
	Mag 3.3			#SLUS-90015.	
	#SCUS-94444/SCUS-94445.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	Rayman 2: The Great Escape Demo Disc	Ubi Soft \$0/R0
	Mag 3.4			#SLUS-90095.	
	#SCUS-94446/SCUS-94447.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	Rayman Demo Disc	Ubi Soft \$0/R0
	Mag 4.1			Developed by Ubi Soft. Sold through retail outlets for \$5.99.	
	#SCUS-94565/SCUS-94566.			#SLUS-90001.	
☐	PlayStation Underground CD Sony	\$0/R0	☐	Resident Evil 2 Demo Disc	Capcom \$0/R0
	Mag 4.2			Packaged with Resident Evil: Director's Cut. #SLUS-90009.	
	#SCUS-94612/SCUS-94613.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	Resident Evil 3: Nemesis Demo Disc	Capcom \$0/R0
	Mag 4.3			Packaged with Dino Crisis (non-GH version). #SLUS-90064.	
	#SCUS-94620/SCUS-94621.				
☐	PlayStation Underground CD Sony	\$0/R0	☐	Rogue Trip: Vacation 2012 Demo Disc	GT Interactive \$0/R0
	Mag 4.4			#SLUS-90044.	
	#SCUS-97120.				
☐	PlayStation Underground JAMPACK	Sony \$0/R0	☐	Rugrats: Search for Reptar Demo Disc	T*HQ \$0/R0
	#SCUS-94297.			#SLUS-80650.	
☐	PlayStation Underground	Sony \$0/R0	☐	Running Wild Demo Disc	Sony \$0/R0
				#SCUS-94373.	
				Scooby-Doo and the Cyber Chase Demo Disc	T*HQ \$0/R0
				#SLUS-90098.	
				Shadow Madness Demo Disc	Crave \$0/R0
				#SLUS-90031.	
				ShipWreckers! Demo Disc	Psygnosis \$0/R0
				#SLUS-90013.	

☐ Silent Hill Demo Disc #SLUS-90050.	Konami	\$0/R0	☐ Tomba! Demo Disc Developed by Whoopee Camp. #SCUS-94255.	Sony	\$0/R0
☐ Sled Storm/Medal of Honor Demo Disc Developed by Dreamworks. #SLUS-90072.	Electronic Arts	\$0/R0	☐ Tony Hawk's Pro Skater 2 Demo Disc #SLUS-90086.	Activision	\$0/R0
☐ Speed Punks/Hot Shots Golf 2 Demo Disc #SCUS-94572/SCUS-94495.	Sony	\$0/R0	☐ Twisted Metal 3 Demo Disc #SCUS-94378.	Sony	\$0/R0
☐ Spyro 2: Ripto's Rage Demo Disc #SCUS-94460.	Sony	\$0/R0	☐ Twisted Metal 4 Demo Disc #SCUS-94389.	Sony	\$0/R0
☐ Spyro the Dragon Demo Disc #SCUS-94290.	Sony	\$0/R0	☐ Tyco R/C: Assault with a Battery Demo Disc #SLUS-90085.	Mattel Interact	\$0/R0
☐ Spyro: Year of the Dragon Demo Disc #SCUS-94615.	Sony	\$0/R0	☐ UmJammer Lammy Demo Disc #SCUS-94398.	Sony	\$0/R0
☐ SquareSoft on PlayStation 1998 Collector's CD Vol. 2 Packaged with Parasite Eve. also known as "Square" and "SquareEnix". #SLUS-90029.	Squaresoft	\$0/R0	☐ Unholy War, The Demo Disc #SLUS-90030.	Crystal Dynam	\$0/R0
☐ SquareSoft on PlayStation 2000 Collector's CD Vol. 3 Packaged with Vagrant Story. also known as "Square" and "SquareEnix". #SLUS-90075.	Squaresoft	\$0/R0	☐ Vigilante 8 Demo Disc #SLUS-90022.	Activision	\$0/R0
☐ SquareSoft on PlayStation Collector's CD Packaged with Brave Fencer Mushashi. also known as "Square" and "SquareEnix". #SCUS-94256.	Squaresoft	\$0/R0	☐ Wherever, Whenever, Forever PSOne Demo Disc #SCUS-94799.	Sony	\$0/R0
☐ Star Wars: Demolition Demo Disc Developed by Luxoflux. #SLUS-90088.	LucasArts	\$0/R0	☐ Wild Arms 2 Demo Disc #SCUS-94592.	Sony	\$0/R0
☐ SuperCross Circuit Demo Disc Developed by Idol Minds. #SCUS-94396.	Sony	\$0/R0	☐ Wipeout 3 Demo Disc #SLUS-90063.	Psygnosis	\$0/R0
☐ Syphon Filter 2 Demo Disc #SCUS-94393.	Sony	\$0/R0	☐ X-360: Surrounding Your World With Sound #SLUS-90021.	ADS Group	\$0/R0
☐ Syphon Filter 3 Demo Disc #SCUS-94661.	Sony	\$0/R0	☐ X-Men: Mutant Academy Demo Developed by Paradox. #SLUS-81223.	Activision	\$0/R0
☐ Syphon Filter Demo Disc #SCUS-94362.	Sony	\$0/R0	☐ You Don't Know Jack Demo Disc Developed by Jellyvision. Multiplayer adapter compatible. #SLUS-90061.	Berkeley System	\$0/R0
☐ Tail Concerto Demo Disc Developed by Bandai. #SLUS-90060.	Atlus	\$0/R0	Total # of items in this section: 193 Total # of items in all: 2043		
☐ Take Immediate Action Sampler #SCUS-94232.	Sony	\$0/R0	HISTORICAL NOTES		
☐ Thousand Arms Demo Disc #SLUS-90059.	Atlus	\$0/R0	Launched in the USA 1995. Original retail price: \$299.99.		
☐ Thrasher Presents Skate and Destroy Demo Disc #SLUS-90067.	Rockstar Games	\$0/R0	TECHNICAL NOTES		
☐ Titan A.E. Demo Disc This is the only way you'll be able to play this game since the full version was never released. #SLUS-90082.	Fox Interactive	\$0/R8	Processor: R3000A RISC (32-bit) Processor Speed: 33.8688 MHz Memory: 2MB RAM, 512K ROM Resolution: 640 x 480 max Color Palette: 16 million + Sound: ADPCM (24 channels), CD quality CD Drive: 2x speed, 256K buffer Game Media: Compact Disc		
☐ Tomba! 2: The Evil Swine Return Demo Disc #SCUS-94464.	Sony	\$0/R0	The console needs a modification to allow it to play games from other regions.		



What is an R-Zone exactly? Is it an Nintendo Virtual Boy clone of some kind? Far from it. Is it like the Entex Select-a-Game or AdventureVision? Negative. To put it in simple words, it's a cheap electronic portable game system. Is this important enough to have it's own section in the prestigious Digital Press Collector's Guide? Certainly! It's a game system and some people even like it. Personally, I can find the good in any system. Allow me to share this with you.

Tiger Electronics Inc. released the R-Zone Headgear in 1995 when they invaded the market with too-many-to-count electronic LCD handhelds (ie **Sonic the Hedgehog**, **Double Dragon**, **Castlevania**, etc). By strapping this device to your head, you get a virtual reality feeling, they say. It also makes you look like a Borg or Universal Soldier or something from an old sci-fi flick. Or maybe just a total geek. It's got an adjustable eye-piece made of polycarbonate where the tiny game play screen is displayed. The controller is attached to the "headset", and also has an extra slot for carrying another cartridge. How handy!

The R-Zone Super Screen made it's appearance a year after the Headgear. This one looks like a preschooler's toy with it's gigantic over-magnified screen. The screen itself is retractable so you can adjust the position as you like it and account for your light source as well. It also has a special feature that the other system versions do not have, overlays that you can clip on any cart to add color in the background. You can play with or without these overlays. The cartridge port is placed at the bottom of the system, as is the focus button for the screen.



The R-Zone XPG was released in 1997. The letters XPG stand for "X-treme Pocket Game". Yeah, we know that's quite a stretch. This portable game system is similar to a TV Boy with its rotating mirror screen. In any case, it's better than the Headgear, but if I had to recommend any variation of the R-Zone, it would definitely be the Super Screen.

Finally, there is the R-Zone DataZone. This one wasn't released in North America as far as I know. The only time I've ever seen this system variation was when it was auctioned on a web site in France. This is where it gets weirder—the box has all English text and the manual comes in five different languages!

The R-Zone DataZone was manufactured in 1997 and comes with the **Daytona USA** cartridge. The screen is on the upper-left of the system. It comes with an built-in keyboard, a calculator, note pad, organizer and telephone directory that you can also put names to for each of the phone numbers stored. In other words, it's a handheld organizer with a built-in R-Zone system. Cool stuff.

How are the games? Well, if you've ever played Tiger's dedicated handheld games, that's pretty much what you're getting here. Everything is binary "filled or not filled" areas on an LCD screen. If you enjoy those decidedly retro, low-cost gaming options, you should enjoy the R-Zone library. Gamers who look for fluid motion, sprites and music in their games should look elsewhere for their gaming fix.

- Sylvain De Chantal

Section written and maintained by Sylvain De Chantal.
 Edited by Joe Santulli.

Game Release Notes: Games for this system were not in boxes but rather blister packs: the price and rarity listed here reflects a "complete" game, with the cartridge in its plastic sleeve, the blister pack and instruction sheet.

U.S. GAME RELEASES

USA

- ☐ **Apollo 13** **Tiger** **\$5/R3**
 Based on the 1995 Tom Hanks action/space movie. Shooter/Fixed-Screen. Released 1996. #71-237.
- ☐ **Area 51** **Tiger** **\$4/R3**
 Based on the 1995 Atari Games coin-op. Based on the same game in electronic handheld format by Tiger. Shooter/Fixed-Screen. Released 1996. #71-248.
- ☐ **Batman & Robin** **Tiger** **\$4/R3**
 Based on the abysmal 1997 action/fantasy movie. Who doesn't know Batman & Robin by now? Fighting/Tournament Style. Released 1997. #71-254.
- ☐ **Batman Forever** **Tiger** **\$4/R2**
 Based on the 1995 action/fantasy movie. This game was a pack-in for some releases of the R-Zone unit. Fighting/Tournament Style. Released 1996. #71-212/231.
- ☐ **Battle Arena Toshinden** **Tiger** **\$4/R3**
 This game was a pack-in for some releases of the R-Zone SuperScreen unit. Based on the popular PlayStation and Saturn series. Fighting/Tournament Style. Released 1996. #71-241.
- ☐ **Daytona USA** **Tiger** **\$4/R3**
 Based on the 1994 Sega coin-op. This game was a pack-in for some releases of the R-Zone unit. Racing/F1/Indy/Stock Cars. Released 1995. #71-236.
- ☐ **Independence Day** **Tiger** **\$10/R4**
 Based on the 1996 sci-fi movie. Based on the 1996sci-fi movie. Shooter/Fixed-Screen. Released 1997. #71-318.
- ☐ **Indy 500** **Tiger** **\$2/R1**
 Based on the 1995 Sega coin-op. This game was a pack-in for some releases of the R-Zone unit. Racing/F1/Indy/Stock Cars. Released 1996. #71-312.
- ☐ **Jurassic Park: The Lost World** **Tiger** **\$7/R3**
 Based on the 1995 sci-fi movie. Action/Platform/Fixed Screen. Released 1997. #71-315.
- ☐ **MIB: Men In Black** **Tiger** **\$15/R5**
 Based on the 1997 sci-fi/comedy movie. Shooter/Fixed-Screen. Released 1997. #71-249.
- ☐ **MK3** **Tiger** **\$3/R2**
a.k.a. Mortal Kombat 3
 Based on the 1995 Midway coin-op. This game was a pack-in with the R-Zone SuperScreen unit. Fighting/Tournament Style. Released 1996. #71-232.
- ☐ **Mortal Kombat Trilogy** **Tiger** **\$3/R2**
 Based on the popular Midway arcade series. This game was a pack-in with the R-Zone XPG unit. Fighting/Tournament Style. Released 1996. #71-322.
- ☐ **NIGHTS Into Dreams** **Tiger** **\$15/R5**

Based on the 1996 Sega Saturn hit. Action/Platform/Fixed Screen. Released 1997.

- ☐ **Panzer Dragoon** **Tiger** **\$5/R2**
 Based on the 1995 Sega Saturn hit. Shooter/Fixed-Screen. Released 1995. #71-238.
 - ☐ **Primal Rage** **Tiger** **\$4/R3**
 Based on the 1994 Atari Games coin-op. Based on the Atari arcade and many consoles. Fighting/Tournament Style. Released 1996. #71-239.
 - ☐ **Road Rash 3** **Tiger** **\$8/R4**
 Based on the Sega Genesis game by Electronic Arts. Racing/Motocross/Cycle. Released 1996. #71-242.
 - ☐ **Star Trek** **Tiger** **\$25/R7**
 One of the rarest game to find. Shooter/Fixed-Screen. Released 1996. #71-247.
 - ☐ **Star Wars: Imperial Assault** **Tiger** **\$5/R3**
 Based on the popular Star Wars Movies. Shooter/Fixed-Screen. Released 1997. #71-321.
 - ☐ **Star Wars: Jedi Adventure** **Tiger** **\$4/R3**
 Based on the popular Star Wars Movies. Shooter/Fixed-Screen. Released 1997. #71-317.
 - ☐ **Star Wars: Millennium Falcon Challenge** **Tiger** **\$4/R3**
 Based on the popular Star Wars Movies. Shooter/Fixed-Screen. Released 1997. #71-316.
 - ☐ **Star Wars: Rebel Forces** **Tiger** **\$5/R3**
 Based on the popular Star Wars Movies. Shooter/Fixed-Screen. Released 1997. #71-319.
 - ☐ **Virtua Cop** **Tiger** **\$4/R3**
 Based on the 1994 Sega coin-op. Based on the popular Sega arcade series and so on. Shooter/Fixed-Screen. Released 1996. #71-244.
 - ☐ **Virtua Fighter** **Tiger** **\$4/R3**
 Based on the 1993 Sega coin-op. This cart was a pack-in with the "headgear-style" R-Zone system. Fighting/Tournament Style. Released 1995.
 - ☐ **Virtua Fighter 2** **Tiger** **\$3/R3**
 Based on the 1995 Sega coin-op. Based on the popular Sega arcade series. Fighting/Tournament Style. Released 1996. #71-311.
 - ☐ **VR Troopers** **Tiger** **\$15/R4**
 Based on the not-so popular Power Rangers wannabe TV series. This game was a pack-in for some releases of the R-Zone headband and SuperScreen units. Released 1995.
- Total # of items for this section: **25**

HARDWARE AND PERIPHERALS

- ☐ **Console, R-Zone "headgear"** **Tiger** **\$10/R3**
 You strap the thing to your skull and get treated to lovely monochromatic games through one eye. Runs on 2 AAA batteries. Released 1995. #71-212.
- ☐ **Console, R-Zone DataZone** **Tiger** **\$25/R5**
 Released in Europe (especially in France), it contains a Data Bank for telephone numbers and Name, a calculator, etc. and of course, has a built-in R-Zone system. Released 1996. #71-511.

- ☐ **Console, R-Zone SuperScreen** **Tiger** **\$20/R4**
By far the coolest-looking of the three cartridge players, this one is like an old-fashioned backlit slide projector or "Show & Tell". Runs on 2 D batteries and has a nice big screen which highlights the flaws in each game in glorious black (not red) and white. Released 1996.
- ☐ **Console, R-Zone XPG** **Tiger** **\$15/R3**
The slightly less embarrassing than the "headgear" model, this handheld unit is small and sleek and for some reason also incredibly LOUD. Runs on 4 AAA batteries. XPG stands for "Xtreme Pocket Gear", just in case you care. Released 1997. #71-331.
- Total # of items for this section: **4**

BUMER MILL

- ☐ **Judge Dredd** **Tiger** **\$0/R0**
Based on the 1995 Sylvester Stallone action/sci-fi movie, which was in turn based on a long-running DC comic book series. Based on the comic books series and movie.
- ☐ **NASCAR Racing** **Tiger** **\$0/R0**
Sad to say that this game never passed the finish line.
- ☐ **Road Rash** **Tiger** **\$0/R0**
Driving like hell and fragging other motorcyclists. What a shame that this game never came out!
- ☐ **Waterworld** **Tiger** **\$0/R0**
Based on the soggy 1995 Kevin Costner action/sci-fi movie. If it was based on the Virtual Boy, very glad it never came out.
- Total # of items for this section: **4**
- Total # of items in all: **33**

HISTORICAL NOTES

While many simply scratched their head and wondered "why?", I find some kind of charm in Tiger's R-Zone system, originally released in 1995. In concept, it's a pretty cool system – you can still see what's going on around you while you're playing a game. The original headset unit works like a heads-up display and projects the game screen onto an eyepiece that drops in front of your right eye. A non-detachable controller is connected to the headset. At best, you're a game-playin', generation x, cyborg stud. At worst, you look like a total geek.

The games are incredibly basic, comparable to Tiger's dedicated LCD handhelds. There's no "color", but rather solid black graphic images set against a red background. The games really aren't much fun, though it is an interesting conversation piece for your collection, and that's what we're here for, right?

There are two additional variations to the R-Zone system released after this "headgear" version. The "SuperScreen" looks like a tabletop unit and projects a white lamp from the inside. The games just don't look right when they're not in red, but the "SuperScreen" does allow for special background slides to be inserted so you get a nice layered effect. The second variation is the "XPG" handheld, a unit about the same size as a Game Gear but with visuals much closer to the "headgear" version. You don't have to wear the "XPG" on your head, fortunately, and this is my personal favorite way to play R-Zone games. I really can't pull off the cyborg look.

Launched in the USA 1995.

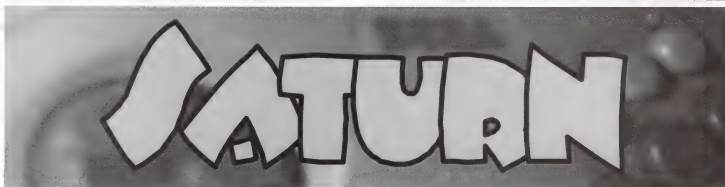
TECHNICAL NOTES

Game Media: Cartridges

R-Zone (headband):
Batteries: 2 "AAA"
Screen: Polycarbonate Screen
Color: 2 (Red & Black)

R-Zone SuperScreen:
Batteries: 4 "D"
Screen: Magnifying Lens Display
Color: 1 (Black)

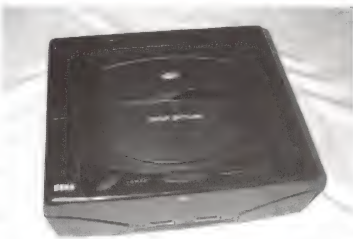
R-Zone XPG:
Batteries: 4 "AAA"
Color: 2 (Red & Black)



I love the Saturn, but I didn't buy the console when it launched. D'oh!

However, a good friend of mine plunked down the 400 beans (plus more for the various accessories and games) and bought a Saturn wa-a-a-y back on launch day, May 11, 1995. He only needed to know two things: 1) **Daytona USA** was available, and 2) so was **Virtua Fighter**.

In 1995, you couldn't throw a token without hitting either of those two machines. So by the time the Saturn launched, some gamers were champing at the bit for the "latest and greatest" console. Shoot, at that point, my buddy was SAVING money by spending the 400+ dollars on the machine and the games. We spent the better part of the summer cooped up indoors playing just the two games mentioned above. Yeah, he sprung for the Arcade Racer controller too.



Though my friend bought the Saturn immediately, lots of other gamers (your friendly neighborhood author among them) didn't. At the time, I just didn't have the cash handy to spring for the hardware, and by the time I DID have enough cash saved up, the PlayStation was already on the scene. As much as I wanted to buy the Saturn, PSX games were more readily available in my neck of the woods. Plus, on the purchase date in question, the PSX version of **Williams Arcade's Greatest Hits** was in stock, and the Saturn version had yet to appear. But I digress...

Lots of gamers (foolishly) passed on the Saturn when it was released. Though the price of admission was arguably high, it wasn't the price tag that bothered most of the "not me" crowd. Instead, naysayers mainly fell into two categories. The curious group adopted a "wait and see" approach with the new kid on the block, Sony, whose console launch was only a few months away. A second group of gamers (and more likely, those gamers' parents) passed on the Saturn because they were still annoyed with Sega's recent bad habits. Namely, Sega's propensity to launch a new system/accessory with much fanfare, (Sega CD, 32X) and a high price tag, (299.99 and 159.99 respectively) and then quickly drop all support for it overnight. Sega cried wolf one too many times, and gamers finally stopped answering the call. The worst thing to come from Sega's wolf-crying days was that some of those old wounds still hadn't healed even after the incredible Dreamcast was released. As a result, Sega's dreamiest system ever died a painfully premature death.

I didn't buy my own Saturn until recently – 2001 to be precise. A number of factors can be attributed to the late acquisition, none of which had anything to do with a "quality of games" issue. Primarily, since I missed the boat on buying a new Saturn at retail, I was skeptical that I could find a used, working and reasonably priced Saturn console. Fortunately, by 2001 pretty much all the early CD consoles were inexpensive, available and still in decent shape to boot. So I finally caught up with the Sega Saturn again – better late than never, right? But... didn't I previously have some sort of problem

Yeah. Your mileage may vary, but I generally don't see too many Saturn games in The Wild, at least when compared with other systems. By 2001, neither GameStop nor EB Games carried Saturn games, and on the off chance that there was a Saturn title or two heaped in the bins alongside Genesis and NES titles, they were inevitably **NBA Live** or

Madden games. Always.

So what to do?

Fortunately, I had the presence of mind to pick up about a dozen Saturn titles new over the previous years, as they were cleared out of one store or another. Among the pile I had amassed before I bought my machine was **Virtua Fighter 2**, and it goes without saying that this game alone is worth the price of the Saturn console. But, and you can probably relate to this scenario, as good as VF2 is, I wanted more games. I had officially been bitten by the Saturn bug, and almost two years later, I had hunted down a sizable chunk of the Saturn library.

Sega's Saturn is one of those consoles that truly DOES have something for everyone. Like sports games? All your base are belong to Sega. RPGs? Just pick a role. Arcade action? You'll save plenty of tokens. 3D fighters? No need to keep looking a-round. 2D fighters and shooters? You've found your console for flattened fighting and scrolling shoot 'em ups.

Taking a cue from the Genesis days, Saturn developers quickly got to work trotting out innumerable sports titles in every single sport: football, baseball, basketball, hockey, tennis, indy racing, soccer and golf. Nearly every one of 'em should be an easy and inexpensive pickup these days, so I urge you to buy and try all of 'em to see which permutations suit your particular athletic-gaming style. Me? I stick with the more "dumbed down" and decidedly UN-realistic sporting titles. Stuff like **NBA Jam Extreme**, or the home run derby portions of all the baseball titles. But man oh man, if you like the games that boast real players, real teams, and all of the encyclopedic stats and roster minutia that goes along with 'em, you'll have a blast with the Saturn sports lineup. Classic racers like **Daytona USA: Championship Circuit Edition** and **Sega Rally Championship** are must haves.

Although the PlayStation was superior to the Saturn in the land of 3D polygon juggling, the Saturn handily out-matched the PlayStation in the realm of 2D. Compare games like **Night Warriors** (Saturn) with nearly identical games like **Darkstalkers** or **Darkstalkers 3** (PlayStation) and you'll see just how much better 2D life is on the Saturn. You want even more lushly illustrated 2D action? Check out the always challenging **Shinobi Legends**, the quirky **mR. Bones**, or even **Golden Axe: The Duel**. Shmup fans rejoice, **Darius Gaiden** (the famed outer space shooter) and the refreshingly cool **In The Hunt** (sleeper hit submarine shooter) are both reproduced wonderfully on the Saturn.

Of course, 3D was the flavor of the day, and the Saturn isn't lacking in that arena either. With plenty of its own arcade titles to haul home, Sega banked on hits like **Virtua Cop 2**, **Last Bronx**, **Fighting Vipers**, **Sky Target**, **Manx TT Super Bike** and **Die Hard Arcade**. The Saturn also boasts the original **Panzer Dragoon** and **Panzer Dragoon Zwei** as system exclusives. And never fear, the beginnings of the **Tomb Raider** and **Resident Evil** franchises are available for the Saturn too.

One of the biggest highlights of the Saturn's library is its well-rounded light gun game collection. Both **Virtua Cop** and **Virtua Cop 2** are outstanding ports of their coin-op cousins, and you shouldn't have any trouble tracking down at least the first game. These two games in particular stand the test of time remarkably well and are (literally) a blast to play, even now. If you prefer FMV style shooting, check out the Saturn ports of **Area 51** and **Maximum Force**. They're both faithful to their arcade counterparts, and even though the video is overly compressed, they have all of the fun bonus stuff included in the token gobbling machines. As you might have guessed, the Saturn **House of the Dead** port is my personal favorite of the lot. Though the graphics certainly appear rushed, this ghoulish game plays superbly. Make sure to grab a pair of Stunner light guns, they're still readily available and get high marks for their responsiveness and accuracy. Just don't make the mistake of expecting anything from the lousy port of **Revolution X**. Not only is it lacking, but it's a control pad only game. Way to be asleep at the switch, Acclaim.

For you short-attention span, "instant-gratification" gamers out there (I count myself among your ranks) there are plenty of classic coin-op ports for the Saturn. You'll want to hunt down **Bubble Bobble Featuring Rainbow Islands**, all the **Street Fighter** games, and what may well be my favorite **Rampage** game, **Rampage World Tour**. However, the single most played Saturn arcade title in my Room of Doom is unquestionably **Super Puzzle Fighter II Turbo**. Is there anybody out there who doesn't like this game? It's a timeless "easy to learn, difficult to master" arcade puzzler that is downright perfect in every way, from the art, to the music and sound, to the gameplay. If you dig Puzzle Fighter, you'll also want to spring for the two **Bust A Move** titles, though the third installment is the slightly better game. For you golden age fans, classic arcade mega-hits like **OutRun**, **Space Harrier** and **After**

Burner are also available thanks to the Sega / Working Designs partnership. If you're looking for some of the all time best arcade action on your Saturn, you'll want to hunt down the Williams and Atari compilation discs. Because you can never have too many versions of **Robotron**.

RPG fans, the Saturn has lots in store for you, too. Much has been said about **Panzer Dragoon Saga**, and let me put it this way: as a rule, I don't play RPGs. But even I had to check out the hype surrounding PDS, and darned if it isn't as good or better than the hype would have had me believe. It's a beautiful game. Don't wanna break the bank on just one title? There are plenty of other nifty RPGs to choose from: **Mystaria/Blazing Heroes**, **Shining Force III**, and **Dark Savior** are all reasonably priced and frequently turn up in other collectors' trade boxes.

The Saturn's library may not be as extensive as that of the PlayStation, but it's got a hand in every genre you could ask for. Certainly, the Saturn has a game for every gamer, and it offers a pretty spectacular selection of system exclusives. If I could travel back in time, I definitely would have picked up a Saturn when they were on store shelves 'round the globe. It's a mighty machine with a well-rounded library, but more importantly, I probably wouldn't still be hunting for used copies of **Burning Rangers**, **Guardian Heroes** and **Marvel Super Heroes**. D'oh!

Saturn in Europe

Back in 1995 there were only two major new events in the world of the console gamers "Saturn Day" and a few months later the launch of the PlayStation and like many there was a choose I had to take, which of the two machines to buy. Having never owned a Mega Drive I went for the other non-Sega machine and bought myself a PlayStation at the time it was a choose that I got good a few years of enjoyment out of.

Then the Dreamcast was released, for the first time I'd had been anticipating the launch of a new console. I'd been tracking down the limited amounts of information on it and it's various other codenames, for the first time since the release of the SNES back in early 90's I was actually excited about a new console's release. On September 23, 1999 I became the proud owner of a PAL format Dreamcast and over the following years I became an avid collector of the system and when nearing completion of said unit's games I wanted more, I wanted a challenge, I found I wanted a Saturn the Dreamcast's overlooked predecessor.

I acquired a Saturn off of eBay.co.uk for a rather surprisingly small amount of money with a selection of about 15 or so games, the excitement I had experienced waiting for the Dreamcast launch returned to me as I awaited the delivery of the package containing the Saturn and games. Once again I felt like I had back in 1999 and was overjoyed when the system arrived I unpacked the unit dusted it off checked it over and plugged it all in, it still sits proudly on the shelf next to the Dreamcast under the TV with the Xbox that had joined it previously where it can see the steadily growing collection of what is now considered retro games that I'm building for it.

Even though the graphics may seem a little dated to some and the lack of effects that the 3D can produce I actually found that I was having more fun with it that I had previously had with my PlayStation. I was able to re-live the early 90's arcade experiences I'd had with my friends on many weekends past playing **Virtua Fighter**, **Sega Rally** and the legendary (to us at least) **Daytona**.

Like all systems it has it's shame of good and bad games but with the excellence of titles like **Burning Rangers**, **NiGHTS into Dreams** & **he House of the Dead** from Sega themselves & **Wipeout**, **Bust-A-Move 3** & **Resident Evil** from the 3rd party companies and wonderful PC conversions like **Quake** & **Duke Nukem 3D** there is a nice selection of games you'll still be enjoying years from now form some of the great development teams of the 16-bit home computer age on the Amiga you have **Gremlin**, **Core Design**, **Probe Entertainment** all of whom have unfortunately bought out and absorbed into other companies since.

The collection is still growing whenever the money is spare and the games appear they are being snapped up. It's a shame like many others I didn't buy the unit when it first came out, I made a decision then and there that I wanted to help others to understand why this overlooked machine deserved a second chance.

- Dave Giarrusso
- Europe/PAL intro by Andy Hanger

Section written and maintained by Dave Giarrusso and Andy Hanger. Edited by Joe Santulli.

Game Release Notes: This system is priced as "complete" due to its relative newness. Complete games include the manual, case, inner artwork (which shows through the back of the case), and of course, the game itself.

Lots of additional non-US releases that could not be squeezed into these pages are on the Digital Press website. Click the "Online Rarity Guide" link and find all kinds of additional import game information on this system.

U.S. GAME RELEASES

3 Free Game Pack: Virtua Fighter 2 / Virtua Cop / Daytona USA

Sega

\$3/R1

Developed by Sega. Based on the 1990s Sega coin-op. 3 discs: Virtua Fighter 2, Virtua Cop, and Daytona USA. To help sagging sales, Sega busted out this 3-in-1 freebie containing their biggest hits. Even after all the Saturns had disappeared from store shelves, this collection was in abundant supply. Miscellaneous/Compilation. Released 1996. #81606.

3D Baseball

Crystal Dynam

\$12/R6

Developed by Crystal Dynamics. Boasts 700 MLB players and stats, but keep in mind that this game was released in 1996. Contains the usual mix of varied batting statistics, perspectives, a GM mode, and color commentary by Van Earl Wright. Sports/Baseball. Released 12/14/1996. #T-15906H.

A.M.O.K.

Sega

\$3/R1

Developed by Scavenger. Fight through 9 missions in single player or in 2-player, split screen head to head mode. Action/Mech Battle/Sim. EASTER EGGS: Let's play the invincible game. Enter password "XBABYX". Released 01/17/1997. #81064.

Albert Odyssey: Legend of Eidean

Working Designs

\$25/R4

EASTER EGGS: Here's a secret that will allow you to unlock doors and chests and turn off lights... like magic! While playing, just press X + Y + A + B on controller two anywhere but while on the map or battle screens. Released 7/24/1997. #T-12705H.

Alien Triloggy

Acclaim

\$3/R1

Developed by Probe. Tagline: "The complete Alien Triloggy in one black-death, white knuckle nightmare." Alien: Resurrection wasn't released yet (and probably shouldn't have been released.) The standard Aliens that we all know and love are well represented here, but the game's really just another Doom wannabe. Alien film timeline: Alien - 1979; Alien - 1986; Alien3 - 1992; Alien Resurrection - 1997. Shooter/Third-Person Shooter. EASTER EGGS: Yep, we've got invincibility for you again. Just enter "FVNKYG1BB0N" as your password (watch, the 1 and 0 are numerics). Released 8/13/1996. #T-8113H.

All-Star Baseball '97

Acclaim

\$2/R2

Featuring Frank Thomas
Another baseball game with the usual trappings: all 30 MLB teams and 700 players, this one includes a 1997 MLB schedule with inter-league play. The Tampa Bay Devil Rays and Arizona Diamondbacks (both 1998 expansion teams) are included in this one. Sports fans. Play by play commentary by Jon Miller. Here at DPHQ, we pretty much stick with the Home Run Derby mode. Sports/Baseball. Released 5/29/1997. #T-8150H.

Alone in the Dark: One-Eyed T*HQ

T*HQ

\$5/R2

Jack's Revenge

Designed by Josiane Girard. Developed by Kokopeli. "Descend into the terrifying depths of the ultimate 3-D virtual mystery..." Players assume the guise of detective Edward Carnby on his mission to rescue kidnapped child Grace Saunders. This game originally came with a collector's phone card. Action/Survival Horror. EASTER EGGS: To access the hidden cheat mode, go to the main menu and first press L, R on controller one, then L, R on controller two, then Start on controller one. PERIODICALS: Reviewed in EGM #84, July 1996, page 26. Scores: 5, 5, 4, 3 (out of 10). Released 1996. #T-29401H.

Andretti Racing

Electronic Arts

\$6/R3

Designed by Scott Orr, Jeff Haas, Michael Pole, Dave Ross. Developed by Press Start Inc. The Andretti featured here is Mario Andretti, but the title is simply "Andretti Racing." Includes Indy and Stock Car modes, head to head (split screen) racing and 16 different tracks. Racing/F1/Indy/Stock Cars. Released 12/20/1996. #T-5020H.

Arcade's Greatest Hits: The Atari Collection

Midway

\$10/R3 +

Designed by Dan Fliner, Doug Jefferys, John Kowalski, Dave Larson. Developed by Midway/Digital Eclipse. Compilation containing Atari coin-op classics Asteroids, Battlezone, Centipede, Missile Command, Super Breakout, and Tempest. Compilation disc containing classic Atari hits Asteroids, Battlezone, Centipede, Missile Command, Breakout and Tempest. Control-wise, it's a tough compilation to thoroughly enjoy without the trackball and spinner. Miscellaneous/Compilation. Released 06/01/97. #T-9706H.

Area 51

Midway

\$10/R3 +

Based on the 1995 Atari Games coin-op. Port of the Atari Games coin-op. Includes all the secret areas included in the arcade version. The video is a little muddy, but otherwise it's not a bad conversion. Shooter/Target Shooting "Gun Games". Light Gun compatible. PERIODICALS: Reviewed in EGM #91, February 1997, page 58. Scores: 6, 6, 5.5, 5 (out of 10). Released 11/20/1996. #T-9705H.

Astal

Sega

\$3/R1 +

Nice little platformer featuring lush candy colors and detailed graphics. Help Astal rescue Leda! Near the end of the intro round, you'll rescue a little birdie pal. Like Shadow Dancer, you can call on the bird for help when you need it most. In two-player mode, one player controls Astal, the other controls the bird. Also includes the gems motif, a favorite among Sega games. Why this game is MISSING a title on its spine is beyond us, but it's damn annoying. We recommend scanning in the instruction manual cover and printing out the title at a size that will conveniently fit on the spine, then taping or otherwise attaching it to the jewel case in the spot that it should have been in the first place. Action/Platform/Scrolling Screen. EASTER EGGS: For invincible Astal, Pause a game in play. Rapidly press Down, Y, Left, A, Down, B, Right, C. PERIODICALS: Flux magazine gave this game an A. Released 1995. #81019.

Baku Baku

Sega

\$10/R3 +

Based on the 1995 Sega "Baku Baku Animal" coin-op. Match the falling animal heads with their favorite fruits and veggies in this puzzle game. For seasoned veterans of the genre, this one's a bit on the easy side, but it's still a cute game with cartoony graphics and is a nice part of the arcade version to boot. Puzzle/Action. Released 6/19/1996. #81501.

Bases Loaded '96: Double Header

Jaleco

\$5/R2

Sports/Baseball. Released 1995. #T-5703H.

Batman Forever: The Arcade Acclaim Game

Acclaim

\$5/R2 -

Developed by Probe. Based on the 1996 Acclaim coin-op. Awful

"button-masher" game. Regardless of how you mash the buttons, you'll be able to make your way to the end of this game without even looking at the screen. The idea for this Batman game wasn't bad, but the execution is terrible. Massive slowdown caused by the absurd number of redundant onscreen icons doesn't help either. A good game to add to your Batman collection, but no fun to play. Based on the 1995 movie of the same name. Action/Platform/Hack & Slash. PERIODICALS: Reviewed in EGM #90, January 1997, page 61. Scores: 6.5, 5, 4.5, 3 (out of 10). At least the guy who gave it a "3" got it right. Ugh. Released 11/21/1996. #T-8140H.

- ❑ **Battle Arena Toshinden** Sega \$5/R2
Remix
Developed by Takara. Fighting/Tournament Style. Released 03/27/1996. #81029.

- ❑ **Battle Arena Toshinden URA** Sega \$8/R3
Ultimate Revenge Attack
Developed by Takara. This installment of BAT adds 2 new fighters (Ripper and Ronron), 2 new bosses, and has 15 stages for good measure. A Sega Saturn exclusive. Fighting/Tournament Style. EASTER EGGS: You can enable the URA mode, which activates random effects with each fight. At the main "press start" screen, press A, B, C (x3), X, Y, Z (x3). Press Start and highlight the "1P Game" selection on the main menu, hold R + Y, and press Start. PERIODICALS: Reviewed in EGM #90, January 1997, page 61. Scores: 5, 5, 4.5, 4 (out of 10). Released 11/14/1996. #81054.

- ❑ **Battle Monsters** Acclaim \$2/R1
Choose from 12 different monsters in this Street Fighter descendant. Fighting/Tournament Style. EASTER EGGS: Want to battle from any stage? Go to "VS Mode" and hold A or C to select a character. After a few seconds the stage select menu will appear. Released 8/30/1996. #T-8137H.

- ❑ **Battle Stations** Electronic Arts \$8/R3
50 single player and 26 multiplayer ship to ship combat missions. Simulation/Sea Vehicle Combat. Released 05/21/1997. #T-5021H.

- ❑ **BattleSport** Acclaim \$15/R5
Released 1997. #T-8149H.

- ❑ **Black Dawn** Virgin \$3/R2
"Blast or be blasted! As a member of the top secret Black Operations unit, you'll decimate enemy forces, liberate desperate hostages, and navigate your combat chopper through 32 life or death missions in this [game]." Simulation/Air Vehicle Combat. Released 01/16/1996. #T-7027H.

- ❑ **Black Fire** Sega \$2/R1
Pilot your helicopter in battle against enemy forces that have outfitted their choppers with alien technology. 15 levels, 360 degree movement. A Sega Saturn exclusive. Simulation/Air Vehicle Combat. Released 1995. #81003.

- ❑ **Blast Chamber** Activision \$6/R3
Developed by Attention to Detail. "It's 2096 and having a bomb strapped to you is a sport." 1-4 players play through 60 chambers of deathmatch action. Shooter/Third-Person Shooter. Released 12/20/1996. #T-13003H.

- ❑ **Blazing Dragons** Crystal Dynam \$4/R1
Designed by Matt "Rockerboy" Gilbert, Chuck Woo. Developed by Illusions Game Company. Terry Jones (of Monty Python fame) put together the characters in this tale of dragons and medieval folks. Features the voices of Jones, Cheech Marin and Harry Shearer (Spinal Tap, The Simpsons). Puzzle/Point & Click. Released 6/18/1996. #T-15907H.

- ❑ **Blazing Heroes** Sega \$15/R3
a.k.a. Mystaria

Developed by Micro Cabin. Twelve must fight together in this role playing game about the Twelve Warriors versus the War-Mage, Bane. Prince Aragon must battle Bane's five henchmen, and ultimately, Bane himself, to rescue his mother, the Queen of Queensland. See also Mystaria: The Realm of Lore. Released 1996. #81303.

- ❑ **Bottom of the 9th** Konami \$6/R3

Includes 700 top pros, the usual variety of play modes (training, full season, playoff) and play-by-play commentary. Sports/Baseball. Released 10/18/1996. #T-9505H.

- ❑ **Braintread 13** ReadySoft \$5/R2
Action/Full-Motion Video (Animated). PERIODICALS: Reviewed in EGM #89, December 1996, page 86. Scores: 5.5, 4.5, 4, 4 (out of 10). Released 9/30/1996. #T-12103H.

- ❑ **Break Point Tennis** Acclaim \$5/R3
a.k.a. Break Point (Europe)
Designed by Dave Thompson, Dave Saunders, Bryon Blay, Ashley Routledge. Developed by Smart Dog. 1-4 player tennis action. Sports/Tennis. Released 11/21/1996. #T-8145H.

- ❑ **Bubble Bobble also featuring Rainbow Islands** Acclaim \$10/R3 +
Developed by Taito. Based on the 1986 Taito coin-op. Also contains an arcade-perfect Rainbow Islands, based on the 1987 Taito coin-op (the game in the arcade is the true successor to Bubble Bobble). Miscellaneous/Compilation. EASTER EGGS: To access the original version of the game, which allows you to enter the diamond rooms at levels 20, 30 and 40, select "Bubble Bobble" mode from the main menu. Immediately press Right, Left, Up, Down, Up, Down, Up when the main title screen with the Taito copyright appears. Released 9/30/1996. #T-8131H.

- ❑ **Bug Too!** Sega \$15/R4
Developed by Realtime Associates. Leaner. Meaner. Greener. The sequel to Bug!, if that wasn't readily apparent. This one features two additional controllable heroes: Superfly (picture Bug! In an afro wig and platform shoes) and Maggot Dog (looks like Disney's Pluto with a maggot body). Action/Platform/Scrolling Screen. EASTER EGGS: It's easy enough to be invulnerable to damage, just pause a game in play and press R, Right, A, L, Right, A, Down, Y. PERIODICALS: Reviewed in EGM #90, January 1997, page 61. Scores: 8.5, 7.5, 7, 6.5 (out of 10). Released 12/6/1996. #81040.

- ❑ **Bug!** Sega \$7/R2
Developed by Realtime Associates. 3D platformer featuring a delightfully silly and charismatic bug as the title character. Run around mazes, collect gems and power ups, destroy enemies. Sort of a precursor to the Pac-Man World games, Bug! is heavy on the cuteness and light on challenge, but it still entertains. From the box: "bitchy widow Queen Cadavra has nabbed all his pals. Bug! has to save them before she eats them for lunch!" Bitchy widow? Did the Pixar gang play this one a lot and draw inspiration for the movie "A Bug's Life"? Bug! is a movie star of sorts, and the entire game is set up with movie themes. Bug Too! even has a "BHX" sound memo thing at the beginning (a la Lucas's "THX" sound). The title character from A Bug's Life is named "Flick." Coincidence? You decide. Action/Platform/Scrolling Screen. Released 1995. #81004.

- ❑ **Burning Rangers** Sega \$35/R5
Developed by Sonic Team. One of the tougher Saturn titles to track down, released toward the end of the system's life in the US. Action/3D Adventure. Released 3/15/1998. #81083.

- ❑ **Bust-a-Move 2: Arcade Edition** Acclaim \$6/R2 +
a.k.a. Puzzle Bobble 2X (Japan)
Developed by Taito. Based on the 1995 Taito coin-op. Pretty much a straight port of the classic puzzler arcade game. It's an

outstanding title, and is hugely popular with both gamers and those who consider themselves "non-gamers." Match up three or more of the same colored bubbles and "pop!" Puzzle/Action. EASTER EGGS: You can get some very cool introduction scenes by setting the Saturn internal clock to December 25th, December 31st or January 1st, including a cameo by Bomberman on Christmas. Released 9/24/1996. #T-8132H.

Q Bust-a-Move 3 Natsume \$15/R4 + a.k.a. Puzzle Bobble 3 (Japan)

Developed by Taito. Based on the 1996 Taito coin-op. If you can own only one Bust-a-Move for your Saturn, make it this one. BAM3 features some additional gameplay elements not found in the earlier games, including new characters and bubbles suspended from the top of the screen by chains. Puzzle/Action. Released 12/11/1997. #T-31103H.

Q Casper Interplay \$7/R2

Developed by Funcom. Based on the comic book and animated "toons star." Casper's popularity was revived in 1995 when the CGI movie (starring Christina Ricci and Bill Pullman) was released. Action/2D Adventure. Released 9/27/1996. #T-12512H.

Q Center Ring Boxing JVC \$15/R4

3D boxing sim along the lines of Virtua Fighter. Face thirty different boxers while fighting The Champ, and incorporate 2-4 hit combos along the way. Features what may well be the worst cover art in the entire Saturn library. Sports/Boxing. Released 1995. #T-6005H.

Q Clockwork Knight Sega \$3/R1

Another charming platformer, this one borrows a page from the Genesis hit, Castle of Illusion. Specifically, it takes the toys level and makes an entire game out of it - a good thing. Help Pepper rescue the Clockwork Fairy Princess. Graphics and animation are excellent. Action/Platform/Scrolling Screen. LANDMARK: This was a launch title in the US. EASTER EGGS: This game could use a stage select, couldn't it? At the "press start" screen, press Left, Up, Right, Down, Right, Right, Up, R. Press Up and Down to select a stage. Released 05/11/1995. #81007.

Q Clockwork Knight 2 Sega \$5/R2

The sequel to Clockwork Knight features more of the same action, but this time Pepper has a mighty steed along for the ride. Rescue the Clockwork Fairy Princess or all will be lost! Collectors take note: the cover artwork for both Clockwork Knight games is very similar - similar enough that at a quick glance, you may not realize which one you're looking at. Saturn exclusive. Action/Platform/Scrolling Screen. EASTER EGGS: They can't hide the mini-games from us! go to the "bosses galore" menu and press Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z. The word "mini-game" will confirm correct code entry. Select "Start" and enter the mini-games corner menu. Released 1996. #81036.

Q College Slam Acclaim \$1/R1

As if the NBA Jam license wasn't overused as it was, Acclaim put the game into a college atmosphere and slapped this thing out there for the public to consume. NBA Jam re-skinned with college teams and locales. "Yawn" Did we really need this one? 1-4 players. Sports/Basketball. Released 1996. #T-81111H.

Q Command & Conquer Virgin \$6/R2

Developed by Westwood Studios. A 2-CD set. Simulation/Real-Time Strategy. PERIODICALS: EGM #91, February 1997, page 56: received three 9s and an 8.5 (out of 10) from the four reviewers. Released 12/18/1996. #T-7028H.

Q Congo the Movie: The Lost City of Zinj Sega \$6/R3

Based on the Michael Crichton novel and 1995 movie of the same name. The novel is great, the movie is awful and the game is somewhere in between. Released 1996. #81010.

Q Contra: Legacy of War Appaloosa \$15/R4

Developed by Konami. Contra with a gimmick: 3D glasses enclosed. This is how you know a series is spiraling downhill. Action/Platform/Shooter. EASTER EGGS: You can play the Contra mini-game by entering the small house at the end of stage two. Stand in front of the arcade machines to play the Contra mini-game. Alternately, you can unlock the bonus mini-games from the title screen by pressing Y, Down, Up, L, R, Left or Y, Down, Up, L, R, Right. Released 5/21/1997. #T-9507H.

Q Corpse Killer: Graveyard DigitalPictures \$5/R2 - Edition

A 2-CD set. Action/Full-Motion Video. Light Gun compatible. Released 1995. #T-16201H.

Q Courier Crisis GT Interactive \$8/R4

Racing/Motocross/Cycle. EASTER EGGS: Yeah, we hate traffic too, that's probably why this game has a hidden "give them the finger" move. It's easy, just press L + X during game play. Released 12/20/1997. #T-25415H.

Q Creature Shock: Special Edition Data East \$5/R2

Developed by Argonaut. "It's the year 2123 and the massive overpopulation of the earth has forced the colonization of the other planets..." Sound familiar? Ships were sent out, contact was lost with the ships sent to the moons of Jupiter and Saturn, yadda yadda yadda. A 2-CD set. Action/3D Adventure. Released 1996. #T-1304H.

Q Crime Wave Eidos \$5/R3

Crime: high. Cops: on the way out. Bounty Hunters: in. And you're a bounty hunter. Surprisingly, this game is a fun trip down the RC Pro Am road. Choose from one of eight vehicles armed to the teeth and go kick some butt. Racing/Combat/Demolition. EASTER EGGS: To choose from any level in the game, enter the name "JAW" as your new player. When you select a zone, all levels are available. PERIODICALS: EGM #91, February 1997, page 57: received two 6.5s, a 6 and a 5.5 (out of 10) from the four reviewers. Released 3/10/1997. #T-8807H.

Q Criticism Vic Tokai \$2/R1

Developed by Kronos Digital. Mediocre 3D fighting. Criticism mainly fails from not measuring up to the large selection of other stellar 3D fighters available on the Saturn, most of which were created by Sega. Stick with one of those instead. Fighting/Tournament Style. Released 1996. #T-2302H.

Q Croc: Legend of the Gobbo Fox Interactive \$5/R2

Designed by Matthew Porter, Saviz Iadpanah, Anthony Lloyd, Lewis Gordon. Developed by Argonaut. Help Croc rescue his Gobbo Island friends in this 360 degree 3D platformer. Includes forty levels, five different worlds and cute stylized graphics. Action/Platform/3D. EASTER EGGS: To play on any level, go to the start screen and hold X + Y + Z until the password prompt appears. Then enter Up, Left, Down, Left, Right, Left, Down, Up, Left, Right, Right, Down, Right, Right, Up. Released 11/24/1997. #T-16105H.

Q Crow, The: City of Angels Acclaim \$8/R2

Developed by Content. Based on the 1996 movie starring Vincent Perez as the Crow character. The movie was awful, the game is marginally better. Gamers guide "Ashe Corven" (Perez) around the city in a standard revenge mission. Action/3D Adventure. Released 3/12/1997. #T-8124H.

Q Crusader: No Remorse Origin \$4/R1

Designed by Peter Kolarov, George Katz, Chris Zimmermann, Pete van Caeneghen. Developed by Realtime Associates. "If you don't have a bad attitude, you don't have a chance." Logan's Run styled story where you quit your job as an enforcer and join the

Resistance. 3D isometric game in the same vein as Zaxxon and Escape From the Planet of the Robot Monsters. Shooter/360 Degrees. Released 12/20/1996. #T-5014H.

☐ **Crypt Killer** Konami \$12/R4

Based on the 1995 Konami coin-op. Not a bad part of the coin-op, the Saturn version includes six worlds and that eerie floating head. Konami released their own Green Justifier light guns for this game on the PlayStation; is there a Saturn version of the Justifier? Shooter/Target Shooting "Gun Games". Light Gun compatible. Released 4/24/1997. #T-9509H.

☐ **Cyber Speedway** Sega \$3/R1
a.k.a. Gran Chaser (Japan)

Designed by Syd Mead. This futuristic racer features 12 tracks (2 in each of 6 worlds) and music by the Bygone Dogs ("Go! Blind" etc.) Includes Free Play, Trial, Story and 2-Player modes. Saturn Exclusive. Racing/Miscellaneous Racing. PERIODICALS: Flux magazine gave this game a B+. Released 1995. #81205.

☐ **Cyberia** Interplay \$2/R1
Tagline: "Danger never looked so good." Action/3D Adventure. Released 1995. #T-12508H.

☐ **D** Acclaim \$8/R3
Developed by Warp. "Solving the mystery means visiting the dark pit of your soul." D follows in the tradition of other interactive horror titles like Resident Evil, but delivers its own unique story. A 2-CD set. The sequel (D2) was released on the Dreamcast. Action/3D Adventure. Released 1996. #T-8106H.

☐ **Darius Gaiden** Acclaim \$10/R3 +
Developed by Taichi. Based on the 1994 Taito coin-op. Very nice part of the coin-op. Includes 7 stages (with a total of 28 levels) of spastic shoot-em-up action. Great graphics, and plenty of those nifty Darius metal-space-fish enemies like King Fossil and Golden Ogre. If you're a fan of shoot-em-ups, you owe it to yourself to track this one down. Shooter/Horizontal Scrolling. Released 1996. #T-8123H.

☐ **Dark Legend** Data East \$6/R3
Released 1995. #T-1305H.

☐ **Dark Savior** Sega \$10/R3
Developed by Climax Graphics. Part of a continuing series whose names don't immediately point this out, Landstalker (Genesis) preceded this one and Time Stalkers (Dreamcast) followed it. Role-Playing/Third-Person Real-Time. PERIODICALS: EGGM #91, February 1997, page 58: received three 8.5s and an 8 (out of 10) from the four reviewers. Also received the "Silver Medal" Editor's Choice emblem. Released 12/12/1996. #81034.

☐ **Darklight Conflict** Electronic Arts \$15/R4
Developed by Rage Software. "Will the dark swallow the light? Abducted from your fighter by an alien race, you're enlisted in the ultimate battle." Play through over 50 missions with 14 different weapons. Utilizes the 3D control pad. Shooter/First-Person Vehicle Shooter. EASTER EGGS: There's a hidden cheat menu in the game. Go to the options menu and press Down, Down, Up, X, Left, Left, R, L, Start. Now, the main menu's "Extras" option includes the cheat and level select functions. Released 7/1/1997. #T-5022H.

☐ **Daytona USA** Sega \$1/R1
Developed by AM2 (Sega). Based on the 1994 Sega coin-op. Supports the steering wheel controller. Racing/F1/Indy/Stock Cars. LANDMARK: This was a launch title in the US. EASTER EGGS: One of the more interesting codes in the Saturn library is the ability to play Daytona as a horse. Go to the title screen and hold Up/Left + A + B + X + Z and press Start. When the next screen appears, release them, choose "Saturn Mode". All of the cars and also horses are now selectable. Better still, if you finish first in

endurance mode's beginner track with one of the horses, a second set of horses will become available! Released 5/11/1995. #81200.

☐ **Daytona USA: Championship** Sega \$6/R3 +
Circuit Edition

Developed by AM2 (Sega). Based on the 1994 Sega coin-op. The player's choice Daytona for the Saturn. Includes 2 new courses, 8 new cars, and fewer bugs than in the preceding Daytona USA disc. 2-player split screen mode. Supports the steering wheel controller. Racing/F1/Indy/Stock Cars. EASTER EGGS: Similar to the original Daytona, you can race as a horse. The code is a bit different. Go to the main menu and hold X + Y + Z + R, select a game mode with A, which unlocks the Super Car. Now go back to the main menu and press X + Z + L, select a game mode again with A, which unlocks the first horse. Finally, go back to the main menu once again and press X + Z + L + R, select a game mode for the last time with A to unlock the second horse. Released 11/21/1996. #81213/18.

☐ **Daytona USA: Championship** Sega \$20/R6 +
Circuit Edition Net Link

Developed by AM2 (Sega). Based on the 1994 Sega coin-op. The player's choice Daytona for the Saturn. Includes 2 new courses, 8 new cars, and fewer bugs than in the preceding Daytona USA disc. 2-player split screen mode. Supports the steering wheel controller. Racing/F1/Indy/Stock Cars. Supports online play. Released 2/16/1998.

☐ **Decathlete** Sega \$8/R3

Based on the 1995 Sega coin-op. Events included here are 100 meter dash, long jump, shot put, high jump, 400 meter dash, discus, 110 meter hurdles, pole vault, javelin and the always tedious 1500 meter run. As you might expect, the 2-player head to head mode is much more enjoyable than the single player version. Sports/Track & Field. EASTER EGGS: Decathletes hidden lives: The Hop Scotch Race. To get to it, start the 100 meter event and wait for the course number to be announced. Sweep the D-pad in counter-clockwise Full-Circle starting at Up, then press X. You can also play The Rolling Race by doing the same thing except going clockwise in motion. Released 7/17/1997. #81115.

☐ **Defcon 5: Incoming** Data East \$3/R2

Developed by Millennium Interactive. BOX DESCRIPTION: "Peace has a price...intense cinematic action with one big difference - you're in control." Released 1996. #T-1301H.

☐ **Die Hard Arcade** Sega \$10/R3 +
a.k.a. Dynamite Deka (Japan)

Developed by Wow Entertainment (AM1). Based on the 1996 Sega coin-op. Saturn exclusive. Based on the 1988 movie starring Bruce Willis and Alan Rickman. Note that the hidden classic "Deep Scan" is actually a quasi-remake of Sega's own (Sega/Gremlin) Depthcharge coin-op. The sequel to DHA was released in the US on the Dreamcast as "Dynamite Cop." Nice port of the arcade game, boasts over 1000 different moves and 15 different weapons. Fighting/3D Beat 'Em Up. EASTER EGGS: To access the hidden Deep Scan game, highlight the "Deep Scan" selection at the title screen. Hold X + Y + Z and press Start. There is also a Hyper Deep Scan X game, to get it highlight the "Deep Scan" selection at the title screen. Hold X + Y + Z + B and SANTULLI SLANT: You won't see Bruce Willis, Samuel Jackson, or the guy who played the father in Good Times, or anyone saying "yippee ka yay", but you won't get "Dick" either. And I mean that in a good way. It's Die Hard in name only, and one of the very short-lived 3D "upgrades" to the side-scrolling beat-em-up genre seen in the late 90's (which include the similarly forgettable Gekido and Dynamite Cop). Good clean fun if not a little too short. Yippee ka yay! Sorry, had to say it. [Gr: 7, So: 8, Ga: 7, Ov: 7] Released 3/18/1997. #81057.

☐ **Die Hard Trilogy** Fox Interactive \$8/R3 +

Developed by Probe. Based on the Die Hard Trilogy of films, but the

original 1988 movie starring Bruce Willis and Alan Rickman is still the best of the series. Yippee Ki Yay... "Three games in one" style: Die Hard is a 3D contest where you must rescue hostages from the rooftop of the Nakatomi building. Die Hard 2: Die Harder (movie: 1990) is the light gun portion of the disc. Die Hard With a Vengeance (movie: 1995) is a driving game. All told, the disc has 45 different levels, but this author prefers Die Hard Arcade over Trilogy. Action/3D Adventure. Light Gun compatible. EASTER EGGS: Let us cheat. From the copyright screen press C, A, B, Y, C, A, B, B, Y. Now just pause a game in play to select the cheat option. Released 12/30/1996. #T-16103H.

- Q Doom** **GT Interactive** **\$7/R2**
Developed by Probe. The original game was written for DOS-based computers by John Carmack, John Romero, Michael Abrash and Dave Taylor. It's Doom. On the Saturn. Shooter/First-Person Shooter. EASTER EGGS: a) For invincibility against these minions of hell, pause a game in play and press Down, Y, X, R, Right, L, Left, B, b) To select any level in the game, pause a game in play and press Right, Left, Z, R, Z, L, Z, C. Pressing Left and Right chooses the level, while B, C or X selects it. Released 3/26/1997. #T-25405H.
- Q Double Switch** **DigitalPictures** **\$3/R1**
Designed by James Riley, Ken Soohoo, Lisa Seaman, Warren T. Gee. A 2-CD set. Can you discover the shocking secret of the Edward Arns mansion? The cast of this FMV title features Debbie Harry (of Blondie fame), R. Lee Ermy (of Platoon fame) and Corey Haim (of terrible 80s movies fame). Rounding out the cast are Camille Cooper, Wendy Gazelle, Irwin Keyes, Brooke McCarter, Taylor Negron, Kim Oja and David Packer. Thomas Dolby (She Blinded Me With Science) created the musical score. Action/Film-Motion Video. Released 1995. #T-16207H.
- Q Dragon Force** **Working Designs** **\$50/R4 +**
Developed by Sega. Role-Playing/Turn-Based/Battle-Centric. EASTER EGGS: Try the hidden debug mode by holding L + R + X + Z + Start as the game is loading. Continue to hold them when the "press start" appears, press Down, Down, Up, Down, Down, Left (x3), Up, Down, Right (x3). Keep holding them but release Start, then press it again. Finally, release them all when "debug mode" appears. PERIODICALS: EGM #90, January 1997, page 60: received two 9.5s, a 9 and an 8 (out of 10) from the four reviewers. Also received the "Gold Medal" Editor's Choice emblem. Released 12/12/1996. #T-12703H.
- Q DragonHeart: Fire & Steel** **Acclaim** **\$8/R3**
Based on the 1996 movie. The film starred Sean Connery as the voice of the dragon. Action/Platform/Hack & Slash. Released 12/26/1996. #T-8117H.
- Q Duke Nukem 3D** **Sega** **\$8/R3**
Developed by Lobotomy. Supports the 3D analog controller. Contains an exclusive, Saturn only level, and supports Net Link play. Shooter/First-Person Shooter. Supports online play. EASTER EGGS: A little easier when you're invincible. Pause a game in play and press X, Z, Z, X, Y, X, Y, Z, Y. To access all of the game's weapons, pause a game in play and press Z, X, X, Z, Y, Z, Y, X, Y. Released 12/29/1997. #81071.
- Q Earthworm Jim 2: Special Edition** **Playmates** **\$7/R2**
Developed by Shiny Entertainment. 10 levels of platform fun and the memorable snot-swing maneuver. Take on Psy-Crow and same cows on your way to rescue Princess What's Her Name in this EWJ sequel. Action/Platform/Scrolling Screen. Released 5/17/1996. #T-13203H.
- Q Enemy Zero** **Sega** **\$10/R3**
Designed by Kenji Eno, Hideki Miura, Naoya Sato, Shosaburo

Tateishi. Developed by Warp. Tagline: "Your worst enemy is the one you cannot see." Jill Cuniff (of Luscious Jackson) stars as the voice of Laura Lewis, the co-captain of the Aki spacecraft. Something unseen is killing the crew members, and it's up to YOU (as Laura) to get to the bottom of things. You won't see the enemy, but listen up... What was that?! A 4-CD set. With a soundtrack by Michael Nyman (of "The Piano" fame). Sega really got a lot of musicians involved in the Saturn library, huh? Action/Survival Horror. EASTER EGGS: You really CAN make it "Enemy Zero", and play a game where they're all gone. Just go to Laura's Room and press A, L, C, X. Hasta la bye bye, baddies. Released 11/24/1997. #81076.

- Q F1 Challenge** **Virgin** **\$2/R1**
F1 racing on one of 6 different tracks. Racing/F1/Indy/Stock Cars. Released 9/19/1996. #MK-81206.
- Q FIFA Soccer 96** **Electronic Arts** **\$1/R1**
For 97, they added a few athletes: no we're up to 255 teams and 4200 players. Still a 1-6 player game. Sports/Soccer. Released 1996. #T-5003H.
- Q FIFA Soccer '97** **Electronic Arts** **\$3/R1**
Designed by Manjit Ghataora, Chris Waterworth, Jon Forshaw. Developed by Perfect Entertainment. In 1998, they pared down the number of teams to 172 but included 4500 players from those teams. Sports/Soccer. Multiplayer adapter compatible. Released 3/20/1997. #T-5017H.
- Q FIFA: The Road to the World Cup 98** **Electronic Arts** **\$1/R1**
Boasts over 3800 world class soccer stars from 237 teams in 12 international leagues. 1-6 players. Sports/Soccer. Released 12/18/1997. #T-5025H.
- Q Fighters Megamix** **Sega** **\$10/R3 +**
Developed by AM2 (Sega). Saturn exclusive. 32 Champions. One game. No mercy. The "Megamix" is made up of all the fighters from VF2 and Fighting Vipers (see below) with another 10 hidden characters thrown in for good measure. Fighting/Tournament Style. PERIODICALS: Next Generation: "Simply put, this is the best fighting game ever." Game Informer called Fighters Megamix "the ultimate team-up - Fighting Vipers and Virtua Fighter 2." Nothing like stating the obvious. Released 4/14/1997. #81073.
- Q Fighting Vipers** **Sega** **\$5/R2**
Developed by AM2 (Sega). Based on the 1995 Sega coin-op. Saturn exclusive. Fighting Vipers is another 3D fighter from Sega, but this turn at the genre includes some groovy characters who all have groovy weapons, including guitars and other silly nonsense. Includes cage fighting and knocking the armor off of opponents. We like. Fighting/Tournament Style. PERIODICALS: EGM #91, February 1997, page 94: dubbed Fighting Vipers a "must-have fighter." Released 10/29/1996. #81041.
- Q Frank Thomas Big Hurt Baseball** **Acclaim** **\$1/R1**
Here's the stat spec slowdown for ya: 8 pitches; 27 statistics categories; 28 stadiums; mo-cap animation; and a Donruss baseball card originally came with this game. Sports/Baseball. Released 1996. #T-8138H.
- Q Galactic Attack** **Acclaim** **\$10/R3**
Developed by Taito. Another glorious top down shoot-em-up from Taito. Shooter/Horizontal Scrolling. Released 1996. #T-8116H.
- Q Galaxy Fight** **SunSoft** **\$8/R3**
Developed by Sega. Based on the 1995 Sun Electronics coin-op. From the back of the box: "Where man and demon meet is where the heavens and underworld wage war. Eight battles on eight planets. Here's the hottest fighting action in the galaxy - prepare

yourself for hyper battle action!" Yeah. It's not the worst fighter out there, but with an abundance of top notch fighters in the Saturn library, this one won't come off the shelf very often. Stick with Fighters Megamix, Marvel Super Heroes, and Night Warriors: Dark Stalkers' Revenge instead. Fighting/Tournament Style. Released 1996. #T-1504H.

- Q Gex Crystal Dynam \$5/R2**
Designed by Peter Litiniuk, Shane Lontis, Jason Bell, Andrew Lacey. Crystal Dynamics flagship character puts in the mandatory Saturn appearance. There's no denying the appeal of the title character, but the game is a pretty standard platformer. Action/Platform/Scrolling Screen. EASTER EGGS: For an invincible Gecko, pause a game in play. Hold R and press B, A, Down, A, Down (x3), Up, Down, Right. PERIODICALS: EGM: "Editor's Choice Award." DieHard GameFan: "Character of the year." Released 1995. #T-15904H.
- Q Ghen War Sega \$2/R1**
Rescue the human race from the Ghen in 20 levels of first person action. Action/Mech Battle/Sim. LANDMARK: This was a launch title in the US. EASTER EGGS: To access the hidden cheat mode, go to the mission briefing screen and hold Start, press A, R, Down, Right, Up, A, L. Released 5/11/1995. #81001.
- Q Golden Axe: The Duel Sega \$10/R3**
Based on the 1994 Sega coin-op. Golden Axe meets Street Fighter styled games. Choose from one of ten different fighters, including the formidable Death Adder. Graphics and colors are excellent. Fighting/Tournament Style. PERIODICALS: Reviewed in EGM #84, July 1996, page 26. Scores: 6.5, 6, 6, 6 (out of 10). Despite these lukewarm scores, EGM #91, February 1997, page 94 dubbed Golden Axe: The Duel a "must-have fighter." Released 6/27/1996. #81045.
- Q Grand Slam Virgin \$3/R2**
Over 800 MLB players; features 1997 stats; 28 stadiums. Sports/Baseball. Released 1996. #T-7004H.
- Q Grid Runner Virgin \$5/R2**
a.k.a. Grid Run (Europe)
Developed by Radical Entertainment. "You're running, racing, screaming, scheming, blaring, tearing, blasting down mind-bending, blood pumping mazes... Get their flag, get another, get another..." 57 rounds, 15 opponents and 2-player head to head action. Shooter/360 Degrees. PERIODICALS: GameFan: "It's unique, challenging and packed with addictive gameplay." Released 11/20/1996. #T-7025H.
- Q Guardian Heroes Sega \$55/R4 +**
Designed by Tetsuhiko Kikuchi, Masaki Ukyo, Kouichi Kimura. Developed by Treasure. Fighting/Side-Scrolling. Multiplayer adapter compatible. EASTER EGGS: At last, a game that rewards loitering! There is a hidden area in the story mode on level 3, 5 or 12. When you come to the wooden sign, clear the screen of baddies and then just... loiter. The new area will open up for you. SANTULLI SLANT: Leave it to the Treasure gang to figure out a way to take a tired genre and add loads of innovative ideas. It's basically a Double Dragon-style game but there are RPG elements, multiple paths, magic, and a slick (up to) six player tournament mode. The characters have the typical attributes (power vs. speed vs. well-balanced) but have a unique animal look about them. The whole game has an anime feel to it, only without the naked schoolgirls and satanic tentacles. [Gr: 7, So: 6, Ga: 8, Ov: 8] Released 4/24/1996. #81035.
- Q Gun Griffon Sega \$10/R4**
Developed by Game Arts. "Join the new mechanized cavalry and prepare for war. The world is at war! Artillery is the answer, but artillery is now highly mobile. Enter your mechanized unit, and

neutralize all that oppose you." Saturn exclusive. Mech-war game that utilizes the Sega Backup cart. Action/Mech Battle/Sim. EASTER EGGS: Ah, our dream is the invincible mech. Go to the title screen and rapidly press Left, Right, B, C, C, Start. Released 6/19/1996. #81046.

- Q Hang-On GP Sega \$6/R3**
Developed by AM2 (Sega). Saturn exclusive. Spiritual successor to the Hang-On series. Compatible with the Arcade Racer wheel. Racing/Motocross/Cycle. EASTER EGGS: Heck with the bikes, let's race sheep! From the "transmission select" screen, press Up, Up, Down, Down, Left, Right, Z + Y. Released 1996. #81202.
- Q Heir of Zendor: The Legend and the Land Koei \$5/R2**
"Lead the Zendorian Brigade into battle. Welcome to a world so rich in "anti-gravity ores" that even continents float in the sky." Mouse compatible. Released 12/12/1996. #T-7605H.
- Q Herc's Adventures LucasArts \$15/R5**
Released 7/14/1997. #T-23001H.
- Q Hexen GT Interactive \$6/R3**
Developed by Probe. Shooter/First-Person Shooter. EASTER EGGS: The obligatory God mode is here too, go to the option screen and press Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B. Released 3/31/1997. #T-25406H.
- Q High Velocity: Mountain Racing Challenge Atlus \$8/R4**
Developed by Atlus. As the title suggests, mountain racing is the new spin on the racing genre in this game. Tune up your vehicle and watch out for your opponent - the screen switches to split screen mode when you're close to your human opposition. Racing/Motocross/Cycle. Released 1995. #T-14402H.
- Q Highway 2000 Natsume \$12/R4**
Racing/Street Racing. Released 11/21/1996. #T-31101H.
- Q Hi-Octane: The Track Fights Electronic Arts \$2/R1 Back!**
Developed by Bullfrog. Racing/Miscellaneous Racing. Released 1996. #T-5002H.
- Q Horde, The Crystal Dynam \$5/R2**
Starring Kirk Cameron of "Growing Pains" (Ack!) fame. Simulation/Resource Management. Released 1995. #T-15909H.
- Q House of the Dead, The Sega \$45/R6 +**
Developed by Tantalus. Based on the 1997 Sega coin-op. Saturn exclusive. Very respectable port of the popular arcade game. The graphics are watered down and appear rushed, but the action is intense and the game plays very well with the Stunner light guns. One of the final few Sega releases for the Saturn in the US, HOTD is also in high demand, making it tough to track down. The series lives on in the arcades (HOTD 2 and III as of this writing) and home ports of the sequels are available on the Dreamcast (HOTD2) and the Xbox (HOTD III). Spin-offs include Zombie Revenge (arcade, Dreamcast), Pinball of the Dead (Game Boy Advance) and The Typing of the Dead (arcade, Dreamcast). The Typing game is really just HOTD2 with typing instead of the light guns, but it's excellent nonetheless. The HOTD series also spawned a series of grisly action figures. Shooter/Target Shooting "Gun Games". Light Gun compatible. EASTER EGGS: You can get all kinds of boosts with this hidden cheat mode. Go to the options screen and press L, R, L, L, R. You'll hear a confirmation, hold L + R and press Start to choose any game mode, then hold L + R and press Start to display the cheat menu. Released 3/15/1998. #81082.
- Q Hyper 3-D Pinball Virgin \$5/R2**
Developed by NMS Software. Offers two viewpoints for play: top

down view that scrolls (ACK!) or the standard "entire table at once" view (whoa hoo!) Promises big bang for the buck, and for the most part it delivers. The only thing keeping Hyper 3D Pinball from getting a hands-down "best of video pinball on the Saturn" recommendation is the fact that the physics are dubious at best, nowhere near as accurate as the physics in Pro Pinball. Despite this drawback, Hyper 3D Pinball offers gamers six tables to choose from: Fun Fair (Carnival themed, a weak nod to the William's classic, Funhouse); Star Quest 2049 (easiest table of the lot, we literally fell asleep playing it and woke up over a billion points. Seriously.); The Gangster (one of the deeper tables in the set, check this one out for sure); The Monster (create a monster by grave robbing! Fun!); Roadking USA (obvious High Speed / The Getaway wanna-be); and Myst & Majik (for the D&D crowd). All of the tables are nicely illustrated and rendered and offer many different things to attack. Nice music and sounds too. Great compilation, and despite the poor physics, it's an easy disc to spend an entire afternoon with. Traditional/Video Pinball. PERIODICALS: Reviewed in EGM #89, December 1996, page 86. Scores: 8.5, 8.5, 8.8. Also received "Silver Medal" Editor's Choice emblem. Reviewed in USA Today: 3.5 stars (out of 4). Released 11/20/1996. #T-7015H.

- Impact Racing** **Acclaim** **\$8/R4**
Racing/Street Racing. Released 9/3/1996. #T-8139H.
- In the Hunt** **T*HQ** **\$8/R4 +**
Based on the 1993 Irem coin-op. Shooter/Horizontal Scrolling. Released 1996. #T-10001H.
- Incredible Hulk, The: The Pantheon Saga** **Eidos** **\$6/R3 -**
This game featuring Marvel's mighty Hulk character is similar to all the other Hulk games in that it's not terribly entertaining. Our bet: when the 2600 pro shows up some day, it will be the best Hulk game out there. Shooter/360 Degrees. Released 1/21/1997. ©1996 Marvel Comics. #T-7905H.
- Independence Day** **Fox Interactive** **\$4/R2 -**
Based on the 1996 sci-fi movie. Based on the (agonizingly horrible) 1996 movie of the same name. Shooter/Third-Person Shooter. Released 3/15/1997. ©1996 20th Century Fox. #T-16104H.
- Iron Man/X-O Manowar in Heavy Metal** **Acclaim** **\$5/R2 -**
Developed by Realtime Associates. Based on the ironclad Marvel Comics superhero, otherwise known as Tony Stark. Action/Platform/Shooter. Released 10/11/1996. ©1996 Marvel Comics. #T-8119H.
- Iron Storm** **Working Designs** **\$25/R3 +**
Developed by Sega. Simulation/Turn-based War/RPG Game. EASTER EGGS: War is hell, especially when you're cheating. During a game, enter the "system" menu. Select the "Sound" option, play sounds 5 and 66. Exit the sound menu, highlight the "System" option, and press Start, A, Down, A, X, Z, Start. You'll see the new cheats under the options menu. Released 5/8/1996. #T-12701H.
- Johnny Bazzookatone** **US Gold** **\$6/R3**
Features the music of Richie Sambora (of Bon Jovi and Heather Locklear fame). Action/Platform/Scrolling Screen. Released 1996. #T-7909H.
- Last Bronx** **Sega** **\$6/R3 +**
Developed by AM3 (Sega). Based on the 1996 Sega coin-op. Saturn exclusive. This fighter is another port of a Sega coin-op that fares quite well on the Saturn. 8 fighters, 8 weapons, 5 modes of play including a training mode. Fighting/Tournament Style. Released 10/17/1997. #81078.
- Last Gladiators Digital Pinball** **Time Warner** **\$5/R2**

Features an isometric entire machine view. Boasts four different tables: Last Gladiators (1st Century); Knight of the Roses (16th Century); Dragon Showdown (17th Century); Warlock. The physics in this game are second only to Pro Pinball. The tables here are a bit too easy though - on our first game ever we easily racked up four billion points and then quit because we had already seen everything the game had to offer many times over. Sounds and voices are good here, but this compilation leans on the bad music side of the scale. The dot matrix display is absent from the game until it needs to be seen, at which point it pops up in the center of the screen. Instructional pop-ups also appear way too frequently, pointing out which ramps to shoot for, etc. An option to turn the pop ups off would have been quite nice. Traditional/Video Pinball. Released 1996. #T-4804H.

- Legend of Oasis, The** **Sega** **\$12/R3**
Developed by Ancient. Saturn exclusive. Prequel to Beyond Oasis features Leon battling Agilo over the silver amulet. The victor will become the Spirit King of Oasis! Role-Playing/Third-Person Real-Time. EASTER EGGS: Why the devil would they HIDE a two-player mode? During a game, press Z to display the weapon menu. Hold X and press L. When you release the buttons, player two can control a mirror image of your character. Released 7/31/1996. #81032.
- Loaded** **Natsume** **\$8/R4**
Designed by Richard Evans, Ashley Bennett, Paul Hiley, Andrew Chapman. Developed by Gremlin. Oft billed as a "Smash TV" styled game, Loaded suffers from not being nearly as good as the comparison might lead you to believe. It's an okay bird's eye view shooter, but the pacing is sluggish and it suffers from being too repetitive. Soundtrack includes songs by "Pop Will Eat Itself." We guess they really did eat themselves - we've not heard from them since. Shooter/360 Degrees. PERIODICALS: Next Generation billed this game as "a solid 10 on the Gore Score." Released 10/25/1996. #T-12519H.
- Lost World, The: Jurassic Park** **Sega** **\$5/R2**
Designed by Mako Balazs, Jutasi Tamas, Kisida Gabor, Szekely Tidor. Developed by Appaloosa Interactive. Based on the Michael Crichton novel and 1997 movie of the same name. You play as both dino and human in this one, it features 31 levels of platforming action. Action/Platform/Scrolling Screen. Released 10/1/1997. #81065.
- Lucany** **Atlus** **\$25/R5**
a.k.a. Torico (Japan)
Developed by Sega. A 2-CD set. Innovative and well produced game (it's pretty rare to find FMV adventures with good voice acting) that plays along the lines of the better known "D" but stands on its own creative foundation. Action/3D Adventure. EASTER EGGS: There are some hidden video sequences in the game. To see them, you have to first complete the game, saving Morse, Hannah, Mac, Rose, and Hal. When the game prompts you to return to disc A, do so, and press X, Y, Z, A, B, C, L, R during the intro. You can PERIODICALS: EGM #91, February 1997, page 142 previewed a 75% complete version of the game. BOX DESCRIPTION: "There exists a legendary city where your every wish is granted. But wishes have a price. Those who have walked into the magical city wear a special mark upon their foreheads - and have no memory of who they once were. The gateway to this mysterious realm " Released 3/26/1997. #T-14403H.
- Machine Head** **Eidos** **\$6/R3**
Developed by Core Design. Another sci-fi adventure featuring the long-played out "nano technology" storyline. It looks decent enough, but the gameplay falls a bit flat. Shooter/First-Person Shooter. PERIODICALS: Reviewed in EGM #89, December 1996, page 88. Scores: 7.5, 7, 6.5, 6 (out of 10). Released 11/25/1996. #T-7914H.

- Madden NFL '97** **Electronic Arts** **\$1/R1**
Designed by Scott Orr, Steve Sims, Ted Fitzgerald, Brian Jackson. Developed by Tiburon. Another Madden game. Ready? Play a full NFL season, Super Bowl and Pro Bowl with over 100 NFL teams. Includes over 500 Madden-designed plays, 31 NFL stadiums and (the oddest of all) 10 NFL penalties. Includes Madden's sidekick, Pat Summerall on the microphone. Sports/Football. Released 9/24/1996. #T-5010H.
- Madden NFL '98** **Electronic Arts** **\$3/R1**
Yet another Madden game. More from Madden, Summerall and the NFL crew. Now we've got over 120 NFL teams, only 30 NFL stadiums and an allegedly all-new Madden playbook. Sports/Football. Released 8/26/1997. #T-5024H.
- Magic Carpet** **Electronic Arts** **\$12/R4**
Developed by Bullfrog. "Fly over marvelous worlds on a magic carpet in your quest to rule Arabia. Battle mythical beasts and evil wizards with an arsenal of powerful spells. Strike your foes with lightning speed as you transform the realms you conquer." Features 70 different levels. Shooter/First-Person Vehicle Shooter. Released 1996. #T-5006H.
- Magic Knight Rayearth** **Working Designs** **\$30/R4 +**
LANDMARK: The last game released for the Saturn in the US. **EASTER EGGS:** Ah, sweet invincibility. When you see "press start", hold A + C + X and press Start. Released 12/21/1998. #T-12706H.
- Mansion of Hidden Souls, The Sega** **\$6/R2**
"There is something very ominous about this mansion. Apparitions, faceless voices and Tarot cards hold the key to the mansion's mysteries. What took place here? What happened to the people that lived here? Only you can uncover the truth... if you dare!" An update to the classic Atari 2600 game, Haunted House? Almost. Explore different rooms in the mansion, get hints from friendly apparitions, and learn about Tarot cards in this adventure game. Despite the fact that the cover for this game proclaims it to be a "Sega Saturn exclusive," it's also available on the Sega CD. Action/3D Adventure. Released 1995. #81012.
- Manx TT Super Bike** **Sega** **\$12/R4**
Developed by Psygnosis/Perfect Entertainment. Based on the 1995 Sega coin-op. Motorcycle racer in the tradition of Sega's own Hang-On series. 2-player mode features split screen action. 8 custom built bikes, 4 tracks including the 2 arcade tracks and 2 reversed courses. Saturn exclusive. Racing/Motocross/Cycle. **EASTER EGGS:** You have to work a little to unlock this cheat mode. Play in Saturn mode and finish first four straight times, entering your initials as "OPT" each time. After the fourth win, press Up, Down, Down, Up at the starting menu, then select a two player game. Released 07/30/1997. #81210.
- Marvel Super Heroes** **Capcom** **\$15/R4 +**
Based on the 1995 Capcom coin-op. Port of the popular Capcom arcade game, the first to feature Marvel comic book characters in a Street Fighter styled game. The Saturn port gets high marks. Fighting/Tournament Style. Released 10/2/1997. ©1995 Marvel Comics. #T-1214H.
- Mass Destruction** **ASC Games** **\$5/R2**
Developed by NMS Software. Top down tank shooter with 24 levels of action. Shooter/360 Degrees. Released 11/14/1997. #T-18007H.
- Maximum Force** **Midway** **\$9/R3**
Developed by Atari. Based on the 1997 Atari Games coin-op. Sequel to Area 51. Muddy video, but like the Area 51 port, this one still plays just fine. Shooter/Target Shooting "Gun Games". Light Gun compatible. **EASTER EGGS:** Play the hidden arcade mode. From the options menu, press X, Y, X(2), Y, X(3), Y, X(4), Y. You'll see "Arcade Mode Unlocked". Released 10/13/1997. #T-9707H.
- MechWarrior 2** **Activision** **\$5/R2**
Developed by Quantum Factory. Subtitled "Arcade Combat Edition." "The year is 3057. A struggle for power fuels a society of warring clans. Bitter infighting perpetuates a universe of unrest. War is constant. Victory is temporary." 48 missions of 31st century, first-person combat. Action/Mech Battle/Sim. Released 4/1/1997. #T-13004H.
- Mega Man 8: Anniversary Collector's Edition** **Capcom** **\$25/R5**
There isn't a "Non-Collector's Edition" - adding "Collector's Edition" to the title was merely a weak marketing ploy. Action/Platform/Shooter. Released 3/25/1997. #T-1216H.
- Mega Man X4** **Capcom** **\$20/R5**
Action/Platform/Shooter. Released 10/1/1997. #T-1219H.
- Minnesota Fats Pool Legend** **Data East** **\$12/R4**
Nice little billiards title that includes eight ball, nine ball, rotation, 14-1 rack, one pocket, three ball and cutthroat variations. The full motion video sequences are laughably bad. Traditional/Parlor Games. #T-1302H.
- Mortal Kombat II** **Acclaim** **\$10/R2 -**
Developed by Probe. Based on the 1993 Midway coin-op. MKII on the Saturn! Unfortunately, this port of the coin-op isn't nearly as good as it should be. Believe it or not, the SNES version looks and plays much better than the Saturn port. Even the 32X version wins out over this one. Granted, the Saturn version features the opening story sequence absent from the SNES version, but the play's the thing here gang. A good pick for the "compleatists only" tag. Fighting/Tournament Style. **EASTER EGGS:** The hidden switches menu allows you to access one-hit victories, and play as Jade, Smoke, and Noob Saibot. When you see the FMV story, rapidly press Down, Up, Left, Left, A, Right, Right, B, Y, C, A. "Switches" option will now appear on the main menu. Released 1996. #T-8103H.
- Mortal Kombat Trilogy** **Midway** **\$12/R3**
This console-only entry in the MK series combines characters from MK-MK3 into one game. Stick with the two player mode, the computer AI is insanely difficult making the game decidedly un-fun. The gameplay additions include Brutalities (silly fatalities where you punch and kick your opponent until they explode) and "Aggressor" (yawn) (yawn). Fighting/Tournament Style. **EASTER EGGS:** Cheating is always more fun. From the opening screen (with the skeletons), press C, Right, A, Z, Y, C, Y, Right, A, X. Released 8/8/1997. #T-9704H.
- Mr. Bones** **Sega** **\$10/R4**
Developed by Zono Inc. Saturn exclusive. Note the lower-case "m" in "mr." Features music by "guitar hero" mr. Ronnie Montrose of the band "Montrose" (Ronnie Montrose, Sammy Hagar, Bill Church, and Denny Carmassi.) Mr. Bones is essentially a string of mini-games: a few of them are good, many are so-so, and some of them are weak. Though the game looks and sounds great (especially during the cool cut-scenes), the gameplay is a bit lacking. Still, worth a play-through: lots to see and hear in the 20+ levels and the game is pretty darn funny. A 2-CD set. Advertising tagline: "To win this game, you must play from your heart. Or any available organ." Action/Platform/Scrolling Screen. **EASTER EGGS:** Mr. Bones can start on any level. From the start menu press R, L, R, L, R, L, L, R, L, R. **PERIODICALS:** Reviewed in EGM #89, December 1996, page 85. Scores: 9, 9, 8.5, 8 (out of 10). Also received "Silver Medal" Editor's Choice emblem. Released 10/18/1996. #81016.
- Myst** **Acclaim** **\$30/R2**
Developed by Cyan. Original game designed by Rand Miller and Robyn Miller. Appeared on just about any system that could play CD-ROMs in the 1990's. Myst. Boy. It's everywhere. Puzzle/Point &

Click. Released 1996. #T-8101H.

- Q Mystaria: The Realms of Lore Sega \$20/R4**
a.k.a. **Blazing Heroes, Rigidol Saga**
Developed by Micro Cabin. "Mystaria, once a land of peace and serenity, is now embroiled in turmoil. The evil Lord Bane and his ruthless band of marauders have overtaken the four kingdoms that rule this land." This game is the same game as Blazing Heroes, and even has the same cover artwork and CD artwork. The only difference is the title, and some of the in game locale names, e.g., Mystaria is referred to as "Oldeworld" in Blazing Heroes. If one goes by the part number, it would appear that Mystaria was the original release. Also of note, Mystaria is listed as a "Saturn Exclusive" while Blazing Heroes is not. Role-Playing/Third-Person Real-Time. Released 1996. #81300.
- Q NASCAR '98 Electronic Arts \$6/R3**
24 authentic cars and drivers; 11 official NASCAR tracks; 6 fantasy courses, and a "classic southern rock" soundtrack. 1-2 players. Racing/F1/Indy/Stock Cars. Released 11/13/1997. #T-5028H.
- Q NBA Action Sega \$1/R1**
Developed by Gray Matter. Features all 29 NBA teams; over 400 NBA players; season stat tracking; offensive / defensive playbooks; more than 20 player attributes; instant replay; create a player and create a roster; custom playoffs; player trades; season end awards. Graphics are a little blockland-esque. Color commentary by "chuckle" Marv Albert. 1-10 players. Saturn exclusive. Sports/Basketball. Released 6/5/1996. #81103.
- Q NBA Action '98 Sega \$2/R1**
Developed by Visual Concepts. Full team rosters from the 1997-1998 season; trade players; offensive / defensive playbooks and a nice graphic facelift over the previous version. Saturn exclusive. 1-10 players. Sports/Basketball. Released 10/29/1997. #81124.
- Q NBA Jam Xtreme Acclaim \$5/R2**
Developed by Sculptured Software. Based on the 1996 Midway coin-op. Hilarious Cover art features a band-aid faced Shawn Kemp of the Sonics dunking on Hakeem Olajuwon of the Rockets. The final NBA Jam-series game to be released on the Saturn. Sports/Basketball. Released 11/26/1996. #T-8120H.
- Q NBA Jam Tournament Edition Acclaim \$5/R2**
Developed by Midway. Based on the 1993 Midway coin-op. Incremental upgrade of the mega-smash arcade title, NBA Jam. Familiar 2 on 2, loose with the rules play first seen in Arch Rivals. Sports/Basketball. Released 1996. #T-8102H.
- Q NBA Live '97 Electronic Arts \$1/R1**
Designed by Gary Syck, Stephen Nguyen, Tom Powers, Matt Grimshaw. Developed by Realtime Associates. Features all NBA teams; 2 NBA all star teams; 1996-1997 rosters; complete stats and rankings for all players; stat tracking; exhibition, playoffs, full 1996-1997 NBA schedule play; Ernie Johnson Jr. announcing; 1-10 players. Sports/Basketball. Released 3/28/1997. #T-5015H.
- Q NBA Live '98 Electronic Arts \$1/R1**
Features most of the stuff in Live 97 plus a cool 3 point shootout mode and custom draft. 1-8 players. Sports/Basketball. Released 12/18/1997. #T-5027H.
- Q Need for Speed, The Electronic Arts \$6/R3**
Designed by Greg D'Esposito, James Hague, Gordon Ludlow, Shelby Hubick. Cars featured: Lamborghini Diablo VT, Chevrolet Corvette ZR-1, Porsche 911 Carrera, Ferrari 512TR, Acura NSX, Mazda RX-7, Dodge Viper RT/10, Toyota Supra Turbo. 2-player split screen mode. 1-2 players. Racing/Street Racing. Released 1996. #T-5009H.
- Q Net Link Game Pack Sega \$12/R4**

Sega Rally Championship and Virtual On. Supports online play. Released Aug-97. #81608.

- Q NFL '97 Sega \$1/R1**
Features include: play editor; 1996 rosters; 150 offensive and defensive plays per team; stat tracking in 70 categories; 1996 NFL schedule; create your own team. 1-8 players. Saturn exclusive. Sports/Football. PERIODICALS: Reviewed in EGM #91, February 1997, page 151. Scores: 4, 5 (out of 10). Released 11/20/1996. #81111.
- Q NFL Quarterback Club '96 Acclaim \$1/R1**
Developed by Iguana. Features include: hyper audibles with over 50 plays; over 800 plays total; mo-cap animation; historic simulation mode; player, game and full season stats; power chuck (tackle breaking) mode. 1-12 players. Sports/Football. Released 1996. #T-8109H.
- Q NFL Quarterback Club '97 Acclaim \$1/R1**
Developed by Probe. All 30 NFL teams and players including 1996 rookies; over 500 new plays; preseason, regular season, pro bowl, playoff, super bowl modes; on field refs; substitutions; custom / historic simulation modes; player celebrations. 1-12 players. Sports/Football. PERIODICALS: Video Games: "Acclaim's developers have gone the extra nine yards to make this the football game to have... it looks like we may have another Monster of the Gridiron." Released 8/29/1996. #T-8136H.
- Q NHL '97 Electronic Arts \$1/R1**
Designed by Tim Walter, Tim Meekins, Mike Lampell, Aki Rimpilainen. Developed by Five Hole. More than 650 players; all 26 teams; east and west all star teams; create and trade players; season and playoff modes; stat tracking; mo-cap animation. 1-8 players. Sports/Hockey. Released 11/25/1996. ©1996 NHL.NHLPA. #T-5016H.
- Q NHL '98 Electronic Arts \$1/R1**
Features include: tournament mode; 44 teams; all NHL teams and NHLPA players; glass breaking checks; signature moves. Sports/Hockey. Released 1/15/1998. #T-5026H.
- Q NHL All-Star Hockey Sega \$1/R1**
Developed by Gray Matter. Features include: all 26 NHL teams and real players; Marv Albert "snicker" commentary; 16 different perspectives; actual footage from the 1994 season; 1-12 players. Sports/Hockey. Released 1995. #81102.
- Q NHL All-Star Hockey '98 Sega \$1/R1**
Developed by Radical Entertainment. Features include: all 26 NHL teams and over 650 NHL players; ability to call your own plays; 1-8 players. Sports/Hockey. Released 1997. #81122.
- Q NHL Powerplay '96 Virgin \$1/R1**
Developed by Radical Entertainment. Features include: exhibition, season, playoffs, world tournament modes; control over all offensive and defensive plays; 1-6 players. Sports/Hockey. Released 7/2/1996. #T-7013H.
- Q Night Warriors: Dark Stalkers' Revenge Capcom \$8/R3 +**
Based on the 1995 Capcom coin-op. Outstanding 2D fighter from Capcom. As you might expect, the 2D friendly Saturn is up to the task for this port. Fighting/Tournament Style. PERIODICALS: EGM #91, February 1997, page 90; dubbed the Saturn version of Night Warriors a "must-have fighter." Released 1996. #T-1208H.
- Q NIGHTS Into Dreams Sega \$5/R1 +**
Developed by Sonic Team. Saturn exclusive. Originally packaged with, and is naturally compatible with the 3D analog controller. NIGHTS (note the capitalization) remains one of the most popular Saturn games available, and it's easy to see why. The graphics and

art direction are glorious, and it's a fun little platformer that will even have gamers who are indifferent to the genre begging for more. NIGHTS is so well done that many gamers have been anticipating for a sequel for the last eight years. As of this writing, that wish hasn't been granted, but the rumors of a new NIGHTS title still make the rounds every now and then. Believe it or not, an R-Zone NIGHTS game was produced, but it (obviously) contains nothing reminiscent of the original except for the title. Features Q-Sound. Shooter/360 Degrees. Released 8/21/1996. #81020/48.

- ☐ **Norse by Norsewest: The Return of the Lost Vikings** Interplay \$15/R5
Developed by Silicon & Synapse. Erik the Swift, Baelog the Fierce and Olaf the Stout return in this sequel to the 16-bit Lost Vikings. We've got two new characters in this one, Scorch the dragon and Fang the werewolf, but only 1-2 players can play. (The original game allowed for up to 3 players). As in the original game, you must guide the vikings through time to escape the clutches of the evil alien Tominator. 31 levels, 1-3 players. Released 4/14/1997. #T-12522H.

- ☐ **Off-World Interceptor Extreme** Crystal Dynam \$5/R2
"Extreme car crushing combat!" WAY off road (you're on distant planets) racing combat where the goal is to put the beat down on your opponents. The arcade mode features different planets that each harbor a different boss, but the kicker here is that you have to be driving the correct vehicle (of 6) to finish off the bad guys once and for all. Split screen mode is left/right instead of top/bottom. 1-2 players. Shooter/Third-Person Shooter. Released 1995. #T-15908H.

- ☐ **Olympic Soccer Atlanta 1996** US Gold \$10/R4
Developed by Eidos. Soccer at the 1996 Atlanta Olympics. Features 32 international teams; exhibition, arcade and Olympic tournament modes; 6 stadiums; 5 fields; 5 types of weather. 1-8 players. Sports/Soccer. Released 1996. #T-7904H.

- ☐ **Pandemonium!** Sega \$10/R5
Released by Crystal Dynamics. Action/Platform/Scrolling Screen. Released 4/24/1997. #T-15914H.

- ☐ **Panzer Dragoon** Sega \$15/R2 +
Developed by Team Andromeda. Saturn exclusive. Another of the not rare, but in high demand titles. Nice shooter with excellent graphics and the beginning of a series that remains heralded today. Though it has some superficial similarities to Sega's own Space Harrier, Panzer Dragoon is a completely different game with an all new feel to the controls. Completists take note: sequels appear on the Saturn and Xbox (Panzer Dragoon Orta), and a spin-off game appears on the R-Zone (!). Seriously. The R-Zone. Shooter/Third-Person Shooter. LANDMARK: This was a launch title in the US. EASTER EGGS: To play Episode 0, enter Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L button, R button at the title screen (the one that says "normal" and "options"). SANTULLI SLANT: In this exciting German war simulation, you commandeer your army of panzer tanks across the Luftwaffe on your way to world domination! Before you do that, however, you'll need to fly a dragon through some incredible fantasy settings, knocking bad guys out of the skies and picking them off on land. You know, I've never seen the panzer tanks at all, come to think of it. Maybe there's more of those in the sequel "Panzer Dragons Over Normandy". [Gr: 9, So: 8, Ga: 8, Ov: 8] Released 5/11/1995. #81009.

- ☐ **Panzer Dragoon II Zwei** Sega \$25/R4 +
a.k.a. Panzer Dragoon II
Developed by Team Andromeda. Saturn exclusive. The second game in the Panzer Dragoon series, but a prequel to the original Panzer Dragoon. This installment of the immensely popular series

features dragon morphing - based on your score, your dragon will morph into a bigger and more powerful creature! Shooter/Third-Person Shooter. Released 4/17/1996. #81022.

- ☐ **Panzer Dragoon Saga** Sega \$135/R6 +
Developed by Team Andromeda. Saturn exclusive. The third game in the Panzer Dragoon series. A 4-CD set. This title is probably the most sought after game in the Saturn library. It not only had a low production run but it's also an outstanding game. Pre-release front cover artwork featured the red dragon. When buying this game "complete," make sure that the paper sleeves are included. They should also be noticed on both sides so that they properly fit into the jewel case. The back of the jewel case bills PDS as "the epic conclusion" to the series, but gamers were thrilled when Panzer Dragoon Orta was later released for the Xbox. As of this writing, rumors about a second Panzer Dragoon RPG abound. For now, we'll have to wait and see... Role-Playing/Third-Person Real-Time. PERIODICALS: Tips & Tricks: "Unbelievable... A jaw-dropping epic... Quite possibly the greatest Saturn game ever created." Next Generation: "Unique, trailblazing and wonderful." Released 3/15/1998. #81037.

- ☐ **Pebble Beach Golf Links** Sega \$1/R1
Sports/Golf. Released 1995. ©1995 T&E Soft. #81101.

- ☐ **PGA Tour '97** Electronic Arts \$1/R1
Sports/Golf. Released 11/25/1996. #T-5011H.

- ☐ **Powerslave** Playmates \$8/R3
a.k.a. Exhumed
Developed by Lobotomy. NOT based on the classic Iron Maiden album of the same name. Shooter/First-Person Shooter. EASTER EGGS: Let's play the hidden mini-game. Deathtank! From the option screen, choose the "Remap Control" selection. Switch A with C, X with Z, and L with R. An option for "Deathtank" appears in the title screen. PERIODICALS: Reviewed in EGM #89, December 1996, page 85. Scores: 8, 8, 7, 6 (out of 10). Released 12/31/1996. #T-13205H.

- ☐ **Primal Rage** Time Warner \$8/R3 -
Designed by Keith Birkett, Terry Ford, Stuart McDonald, Fergus McGovern. Developed by Probe. Based on the 1994 Atari Games coin-op. Attempting to cash in on the Street Fighter series, Atari developed this mediocre fighting game that replaced animated human opponents with stop motion models of monsters. The control scheme was weak and often misunderstood, but the game still found its way on to every console of the time, including the Saturn. An arcade sequel (aptly named Primal Rage 2) was completed, but scrapped before it went into production. Fighting/Tournament Style. Released 1995. #T-4802H.

- ☐ **Pro Pinball** Interplay \$5/R1
Of the four pinball sims on the Saturn, Pro Pinball gets the highest marks overall. It features only one table, "The Web" but it's presented very well. You can see the entire table on the screen in the standard isometric view (a big plus) but the "dot matrix" video display portion is rather washed out. Still, the play can get fast and furious, and the physics are right on the money. The only other negative here is that the music sounds like it was lifted from an 80s porno movie and performed by a garage band of middle aged guys in cowboy outfits who badly wanted to be ZZ Top. Nevertheless, a solid pinball game. Traditional/Video Pinball. Released 10/31/1996. #T-12502H.

- ☐ **PTO 2: Pacific Theater of Operations** Koei \$12/R3
Simulation/Turn-based War/RPG Game. Released 11/20/1996. #T-7604H.

- ☐ **Quake** Sega \$8/R3
Designed by Paul Hagerud, Paul Schreiber, Erza Dreisbach, Paul

Knutzen. Developed by Lobotomy. The familiar 1d title puts in an obligatory appearance on the Saturn. Shooter/First-Person Shooter. EASTER EGGS: It's not so scary when you're invincible. Pause a game in play, highlight the "Customize Controls" option, and quickly press R, L, X, Y, Z, R, L, X, Y, Z. Released 12/3/1997. #81066.

- ❑ **Quarterback Attack with Mike Ditka** DigitalPictures \$5/R2
Action/Full-Motion Video. Released 1995. #T-16213H.
- ❑ **Rampage World Tour** Midway \$15/R5 +
Based on the 1997 Midway coin-op. Taking a cue from the earlier Midway hit Trog, this Rampage update features claymation-like characters. Classic updates are hit and miss, but RWT is the kind we dream of: it improves upon the original game in every possible way. Not only are the graphics and sounds much better (as one would expect) but in addition, the gameplay is faster, smoother, and contains more hidden secrets. RWT also includes brief 2-player contests throughout the game and also offers a bevy of bonus rounds. Shooter/360 Degrees. Released 11/26/1997. #T-9708H.
- ❑ **Rayman** Ubi Soft \$12/R4
Action/Platform/Scrolling Screen. Released 1995. #T-17701H.
- ❑ **Resident Evil** Capcom \$16/R3
Action/Survival Horror. Released 10/1/1997. #T-1221H.
- ❑ **Revolution X Featuring Aerosmith** Acclaim \$2/R1 -
Based on the 1994 Midway coin-op. Acclaim's Saturn port of this coin-op inexplicably does not make use of the Stunner light gun. The game immediately goes from a passable shoot em up to a boring point and click snooze fest. The hell? Not to be outdone by Journey, Aerosmith appears in this arcade light gun game. They're really nothing more than wallpaper and a soundtrack though -- unlike Journey, you don't control the members of the band. Rather, you have to rescue them from Mistress Helga and the New Order Nation (NON). Somewhere in California, Neal Schon is laughing. Shooter/Target Shooting "Gun Games". Released 1995. #T-8107H.
- ❑ **Rise 2 Resurrection** Acclaim \$8/R3
Developed by Mirage Tech. Fighting/Tournament Style. Released 1996. #T-8114H.
- ❑ **Road Rash** Electronic Arts \$10/R3
Racing/Motocross/Cycle. Released 1996. #T-5008H.
- ❑ **Robo Pit** T*HQ \$6/R2
Action/Mech Battle/Sim. Released 1996. #T-10002H.
- ❑ **Robotica** Acclaim \$2/R1
Developed by Micronet. Action/Mech Battle/Sim. Released 1995. #T-8104H.
- ❑ **Romance of the Three Kingdoms IV: Wall of Fire** Koei \$10/R3
Simulation/Turn-based War/RPG Game. Released 1995. #T-7601H.
- ❑ **Saturn Bomberman** Sega \$40/R5 +
Developed by Hudson Soft. Shooter/360 Degrees. Multiplayer adapter compatible. EASTER EGGS: Two extra characters, Yuna and Manto, can be unlocked easily enough, just go the "match play" screen and hold L + R. SANTULLI SLANT: The only way Hudson could have improved the Bomberman gameplay... I mean REALLY improved it - not turned it into 3D or make a solo player adventure out of it - would be to add even more Bombermen to the fray. Blammo! The Saturn version of Bomberman may very well be the best ever, with TEN characters lighting it up at once. The game even supports the sadly neglected NetLink. Here's hoping this version appears in a compilation someday. [Gr: 7, So: 7, Ga: 9, Ov: 8] Released 8/22/1997. #81070.

- ❑ **Scorchers** Sega \$6/R3
Developed by Zyrinx. Racing/Miscellaneous Racing. Released 3/1/1997. #81214.
- ❑ **Scud: The Disposable Assassin** Sega \$8/R2
Based on the Scud comic book character created in 1993 by Rob Schrab. Scud can be played with the Stunner, the control pad, or a combination of both! Light Gun compatible. Released 3/19/1997. #14003.
- ❑ **Sega Ages** Working Designs \$25/R4 +
Developed by AM2 (Sega). Compilation disc containing three classic Sega coin-op games: After Burner, Out Run, and Space Harrier. This disc is another highly sought after title, and rightfully so. It rocks. Space Harrier and After Burner are particularly enjoyable with the Mission Stick. Get Ready! Miscellaneous/Compilation. Released 11/6/1997. #T-12707H.
- ❑ **Sega Rally Championship** Sega \$5/R2 +
Developed by AM2 (Sega). Based on the 1995 Sega coin-op. This game was at one time a pack-in game with the Saturn console. Racing/Rally/Off-Road. EASTER EGGS: Unlock the hidden Lake Side course. Go to the main menu and press X + Y. Released 1995. #81207.
- ❑ **Sega Rally Championship** Sega \$12/R4
Net Link Edition
Developed by AM3 (Sega). Based on the 1995 Sega coin-op. Racing/Rally/Off-Road. Supports online play. #81215.
- ❑ **Sega Touring Car Championship** Sega \$8/R3
Developed by AM Annex (Sega). Based on the 1996 Sega coin-op. Racing/F1/Indy/Stock Cars. Released 11/24/1997. #81216.
- ❑ **Sega Worldwide Soccer '97** Sega \$5/R3
More soccer action from Sega. Includes 48 international teams, stats tracking in more than 25 categories, commentary and zoom features. Sequel to Worldwide Soccer. 1-4 players. Sports/Soccer. Released 1996. #81112.
- ❑ **Sega Worldwide Soccer '98** Sega \$10/R6
Sports/Soccer. Released 11/19/1997. #81123.
- ❑ **Shanghai: Triple Threat** Activision \$6/R2
Traditional/Mahjong. Released 1995. #T-13001H.
- ❑ **Shellshock** US Gold \$8/R3
Shooter/Third-Person Shooter. PERIODICALS: Reviewed in EGM #84, July 1996, page 24. Scores: 6, 5, 5, 4.5 (out of 10). Released 1995. #T-7901H.
- ❑ **Shining Force III** Sega \$50/R3 +
Developed by Sonic Team. One of the final few Sega releases for the Saturn. Role-Playing/Turn-Based/Battle-Centric. Released 7/31/1998. #81383.
- ❑ **Shining the Holy Ark** Sega \$25/R4 +
Role-Playing/Turn-Based RPG. Released 7/2/1997. #81306.
- ❑ **Shining Wisdom** Working Designs \$25/R3
Working Designs ran a contest named "Time is Money" where players who found 100% of the items in Shining Wisdom in the shortest amount of time could have won \$10,000. Winner(s) of this contest are currently unknown. Role-Playing/Third-Person Real-Time. PERIODICALS: Reviewed in EGM #84, July 1996, page 24. Scores: 6, 5.5, 5.5, 5 (out of 10). Released 6/27/1996. #T-12702H.
- ❑ **Shinobi Legions** Vic Tokai \$15/R5 +
Developed by Sega. Based on the long running Sega series, this

game was released by Vic Tokai instead of Sega. Cut scenes feature a guy in costume who bears a striking resemblance to Sonny Chiba back in the old days. Action/Platform/Hack & Slash. **EASTER EGGS:** You can access a hidden Level select this way: pause a game in play, press A, B, A, B, C. Next press Left or Right to change the level selector in the lower left corner of the screen and press Start to execute. **PERIODICALS:** Reviewed in EGM #74, September 1995, page 36. Scores: 8.5, 8, 8, 7.5 (out of 10). Also received "Gold Medal" Editor's Choice emblem. Released 1995. #T-2301H.

- ❑ **Shockwave Assault** Electronic Arts \$12/R4
Shooter/First-Person Vehicle Shooter. Released 1996. #T-5005H.

- ❑ **SimCity 2000: The Ultimate City Simulator** Maxis \$5/R2
Build the city of your dreams with SimCity 2000! Design and sculpt the terrain, create lakes, rivers, valleys, but watch out for earthquakes, fires and tornadoes. Includes scenario challenges for the 1991 Oakland fire, unemployment in Flint MI and Hurricane Hugo in SC. Simulation/Resource Management. **EASTER EGGS:** Running low on funds? Never again. Pause a game in play and press A, X, Z, Y for as much money as you'll ever need. #T-12601H.

- ❑ **Skeleton Warriors** Playmates \$7/R2
Designed by Mick West, Daniel Beenfeldt, Kendall Harrison, Mike Day. Developed by Neversoft. Based on the 1990s action figure line (by Playmates Toys) and cartoon of the same name. Action/Platform/Hack & Slash. **EASTER EGGS:** Let's activate the invincibility code. Pause a game in play and press C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y. Released 4/16/1996. #T-13204H.

- ❑ **Sky Target** Sega \$10/R4
Developed by Sega. Based on the 1995 Sega coin-op. Saturn exclusive. The spiritual successor to Sega's After Burner series, and could have just as well been called "After Burner 4," but... the pacing is a tad slower than After Burner. Still, a pretty spot on conversion of the coin-op. Supports the 3D analog controller. Shooter/First-Person Vehicle Shooter. Released 8/22/1997. #81051.

- ❑ **Slam 'n Jam '96 featuring Magic & Kareem** Crystal Dynam \$3/R1
Designed by Nigel Spencer, Michael Lamb, John Brandwood. Magic and Kareem are retired, but now you can play as the Lakers dynamic duo on the Saturn. Kareem's sky hook and Magic's no-look pass are included. Commentary by Van Earl Wright. 1-4 players. Sports/Basketball. Released 5/22/1996. #T-15902H.

- ❑ **Solar Eclipse** Crystal Dynam \$5/R2
First / third person shooter containing 45 minutes or so of live action footage starring Claudia Christian. Also boasts what might be the oddest tagline of all the Saturn games: "Ride the death pony." The hell was the marketing team thinking? Shooter/First-Person Vehicle Shooter. Released 1995. #T-15911H.

- ❑ **Sonic 3D Blast** Sega \$8/R2 +
Developed by Traveller's Tales. Saturn exclusive. Sonic goes 3D in an adventure that includes former Sega coin-op star, Flicky! Robotnik goes after the Chaos Emeralds and attacks the Flickies. Sonic must defeat Robotnik and save Flicky Island. 14 Levels of fantastic graphics. Action/Platform/3D. **PERIODICALS:** Reviewed in EGM #90, January 1997, page 60. Scores: 7.5, 7, 6, 6 (out of 10). Released 11/20/1996. #81062.

- ❑ **Sonic Jam** Sega \$30/R4
Developed by Sonic Team. Includes classic titles Sonic the Hedgehog, Sonic 2, Sonic 3 and Sonic & Knuckles, as well as Sonic Jam, a 3D world to explore with it's own missions to complete. Miscellaneous/Compilation. Released 8/22/1997. #81079.

- ❑ **Sonic R** Sega \$12/R3
Developed by Traveller's Tales. Sonic the Hedgehog Racing. Cast of characters includes Sonic, Tails, Knuckles, Amy and Dr. Robotnik. Racing/Miscellaneous Racing. Released 11/19/1997. #81800.

- ❑ **Soviet Strike** Electronic Arts \$5/R2
Desert Strike meets the Hunt for Red October in this one, gang. An ex-KGB General is making a grab for power in the recently dissolved USSR. Will it lead to WWIII? Not if YOU put a stop to it! Now get crackin'! Shooter/360 Degrees. Released 2/12/1997. #T-5013H.

- ❑ **Space Hulk: Vengeance of the Blood Angels** Electronic Arts \$5/R1
A Doom wanna-be. First person mayhem. "A huge and out of control derelict spaceship is racing towards the Imperial Planet DelVar III. The honor has befallen the Blood Angels to board this gargantuan Space Hulk, battle through hordes of Genestealer Aliens, divert it from its course and save the planet from certain destruction." Shooter/First-Person Shooter. Released 1996. ©1995 Games Workshop. #T-5007H.

- ❑ **Space Jam** Acclaim \$5/R2
Developed by Sculptured Software. Based on the 1995 movie of the same name starring Michael Jordan, Bill Murray, and the Looney Tunes characters voiced by obvious Mel Blanc replacements who aren't fit to carry Mel Blanc's coffee. Most of the game takes place on the court, but there are some mini games for the non-basketball loving set. Sports/Basketball. Released 11/26/1996. #T-8125H.

- ❑ **Spot Goes to Hollywood** Virgin \$10/R4
Developed by Burst. Based on the delightful (?) 7-Up soda mascot. Spot pulls you into the movies in this isometric game. You know the scene in Pee Wee's Big Adventure where he runs past all the different movie sets? This game is like that, except you're Spot, and you're IN those sets. Action/Platform/Scrolling Screen. Released 1/22/1997. #T-7001H.

- ❑ **Star Fighter** Acclaim \$8/R3
Designed by Pete Harrap, Mark Incley, Richard Teather, Karen Crowhurst. Developed by Studio 3DO. Third person winged combat. Shooter/First-Person Vehicle Shooter. Released 9/3/1996. #T-8135H.

- ❑ **Steep Slope Sliders** Sega \$15/R5
Developed by Victor Interactive. Based on the 1998 Capcom coin-op. Sports/Extreme Games. **EASTER EGGS:** Unlock the bonus mini-game. From the main menu, hold X + Y + Z + L + R + B + C, select "Option", then "Exit", and press A to start. Released 12/18/1997. ©1998 Victor Interactive Software. #81128.

- ❑ **Street Fighter Alpha 2** Capcom \$10/R3 +
Developed by Capcom. Based on the 1996 Capcom coin-op. Bests the PlayStation port of the game by including animation frames absent from the PSX version. Also includes an Illustrations Mode (allowing the player to view artwork), and the now obligatory training mode. How else you gonna keep all those different moves and combos straight? 18 fighters. Fighting/Tournament Style. **PERIODICALS:** Reviewed in EGM #89, December 1996, page 84. Scores: 9.5, 9, 9, 9 (out of 10). Also received the "Gold Medal" Editor's Choice emblem. EGM #91, February 1997, page 91: dubbed the Saturn version of SF Alpha 2 a "must-have fighter." Released 11/1/1996. #T-1213H.

- ❑ **Street Fighter Alpha: Warriors' Dreams** Capcom \$10/R3
Developed by Capcom. Based on the 1995 Capcom coin-op. A dozen fighters show up here, including Ryu, Ken, Chun-Li, Sagat, Charlie, Sodom, Birdie, Guy, Rose and Adon. Includes training mode. Fighting/Tournament Style. Released 1996. #T-1206H.

- ❑ **Street Fighter Collection** Capcom \$40/R4 +

Developed by Capcom. Compilation featuring Super Street Fighter II (16 fighters), Street Fighter Alpha 2 Gold (first appearance of Cammy), and Super Street Fighter II Turbo (defeat Akuma!). First US release of Street Fighter Alpha 2 Gold. 2 disc set. Fighting/Tournament Style. Released 12/11/1997. #T-1222H.

- Q Street Fighter: The Movie Acclaim \$6/R2**
a.k.a. Street Fighter Real Battle on Film
 Developed by Capcom. Based on the 1995 Capcom coin-op. Based on an arcade game which is based on a 1994 movie which is based on an arcade game. Features digitized versions of the actors from the movie, including Jean Claude Van Damme and Kylie Minogue. Notable for containing the most lifelike incarnation of Van Damme to date. The animation is extremely watered down and you'll notice some hiccups during play, but it's still not a bad game, really. It's not great either, but the concept is pretty fun. 14 fighters. Fighting/Tournament Style. Released 1995. ©1995 Incredible Technologies. #T-8105H.
- Q Striker '96 Acclaim \$5/R2**
 Developed by Rage Software. Indoor and outdoor soccer are playable here, 1-4 players. Sports/Soccer. Released 1996. #T-8133H.
- Q Super Puzzle Fighter II Turbo Capcom \$25/R4 +**
 Developed by Capcom. Based on the 1996 Capcom coin-op. Excellent port of the arcade coin-op that is simply a perfect puzzle game for all ages and skill levels. Featuring fighters from Capcom's Street Fighter and Darkstalkers series, SPFIT works on every single level: it's easy to learn but hard to master, the art direction is spot on, and the game pokes fun at itself and its lineage. A solid winner, and this author's pick for best puzzle game out there. Surprisingly, quantities of this game turned up again in 2003 on both the Saturn and PlayStation, so it may be easier to find for a short time. If you've been putting off adding this title to your library, act now! Puzzle/Action. PERIODICALS: EGM #91, February 1997, page 57: received two 8s, a 6 and a 7.5 (out of 10) from the four reviewers. How they could score it with anything lower than a 9.5 is beyond us. Released 1/24/1997. #T-1215H.
- Q Tempest 2000 Interplay \$10/R3**
 Designed by Jeff Minter. Developed by Atari. Port of the Minter Jaguar classic Tempest 2000. Prequel: Tempest (Arcade, 1981). Sequel: Tempest 3000 (Nuon, 2000). Play Tempest Plus, Tempest 2000 and Tempest Duel. There's even a 2-player mode where you can cooperate (gah!) or compete (bring it!). Shooter/Fixed-Screen. Released 12/20/1996. #T-12516H.
- Q Ten Pin Alley ASC Games \$5/R2**
 Developed by Adrenalin Entertainment. Includes 12 characters, 3 bowling centers and 3 play modes: open, tournament and league. The controls are intuitive, but they don't really seem to affect the outcome of the thrown ball. 1-6 players. Sports/Bowling. Released 11/5/1997. #T-13705H.
- Q Tetris Plus Jaleco \$5/R2**
 Based on the 1990 Jaleco coin-op. It's Tetris again! Four play modes: classic, head to head, puzzle and edit. Includes 20 bonus stages and 80 puzzles. Puzzle/Action. Released 10/18/1996. #T-5704H.
- Q Theme Park Electronic Arts \$15/R4**
 Developed by Bullfrog. Design your own theme park, then run it! Make Big Business into Big Fun as you try to maximize your profits. Includes all aspects of running the show, from picking the rides to dealing with your employees and making deals. Do it all, Mr. Theme Park CEO! In real life, I'd just litter the entire thing with arcades. Merry-go-round? Pfft! Simulation/Resource Management. Released 1995. #T-5001H.
- Q Three Dirts Dwarves Sega \$10/R3**

Developed by Appaloosa Interactive. Fighting/Side-Scrolling. EASTER EGGS: You wanna see dirty? Be a dirty cheat by going to the options menu and pressing L + R to display the password screen, then entering "MOSHOLU". A level select will appear. Released 9/27/1996. #14002.

- Q Thunder Strike 2 US Gold \$6/R3**
 Developed by Core Design. 26 missions of first person helicopter action. Visit Europe, the Middle East and China among others. Simulation/Air Vehicle Combat. BOX DESCRIPTION: "Warning: the helicopter gunship from hell has just been unleashed. Guess who the pilot is?" Released 1996. #T-7902H.
- Q TNN Motor Sports: Hardcore ASC Games \$8/R4 4x4**
 Developed by Gremlin. Six different terrains, compatible (and lots more fun) with Sega's Arcade Racer controller. Racing/Rally/Off-Road. PERIODICALS: Reviewed in EGM #90, January 1997, page 222. Scores: 8.5, 8 (out of 10). Also received the "Silver Medal" Editor's Choice emblem. Released 12/20/1996. #T-13703H.
- Q Tomb Raider Eidos \$3/R1**
 Designed by Jason Gosling, Paul Douglas, Gavin Rummery, Derek Leigh-Gilchrist. Developed by Core Design. The first of the Tomb Raider games, wherein you must recover the Scion. The series ultimately led to a movie franchise starring Angelina Jolie as Lara Croft. Action/3D Adventure. Released 11/18/1996. #T-7910H.
- Q True Pinball Ocean \$6/R3**
 Designed by Thomas Andersson, Andreas Axelsson, BO-Staffan Lankinen. Developed by Digital Illusions. True Pinball features four different tables: "Babewatch," "Extreme Sports," "Law N' Justice," and "Vikings." Big problems: although there are different views to play with, neither one of them displays the entire table at once - it scrolls up and down and will undoubtedly give some players motion sickness. The physics in this game (despite the excessive bragging on the box) are horrible, with some of the worst gravity ever seen in a video pinball sim to date. On the plus side, the graphics are nice and sharp, and the dot matrix display is spot on and spans the entire top of the screen. Pinball fans will want to look elsewhere for their video pinball fix. Traditional/Video Pinball. Released 10/31/1996. #T-16406H.
- Q Tunnel B-1 Acclaim \$8/R4**
a.k.a. Finalist
 Developed by Neon Studios. Racing/Miscellaneous Racing. Released 1/15/1997. #T-8144H.
- Q Ultimate Mortal Kombat 3 Midway \$7/R2**
 Developed by Eurocom. Based on the 1995 Midway coin-op. Slight revamp of MK3, created to improve slugging arcade play after MK3 disappointed gamers around the globe. Features a few additional stages and characters unavailable in MK3, but it's still pretty much the same game. That hell stage is darn cool though. Fighting/Tournament Style. EASTER EGGS: "Crazy CyraX" mode opens all kinds of cheats, including Free Credit, Mileena, Ermac, Classic Sub Zero, Fatality mode, and One round matches. From the copyright, purple skull, high score, or demo battle screens, press C, R, A, Z, Y, C, Y, R, A, X. Press Up at the Kombat Cube to display a blue "Z", which contains the cheat menu. Released 6/27/1996. #T-9701H.
- Q Valora Valley Golf Vic Tokai \$15/R5**
 Developed by T&E Soft. 1-4 player golf action. Sports/Golf. #T-2303H.
- Q Virtua Cop Sega \$5/R1 +**
 Developed by AM2 (Sega). Based on the 1994 Sega coin-op. Saturn exclusive. Originally packaged with the Stunner light gun in a large cardboard box. Also sold sans gun in the regular jewel case. The first of the VC games, and an excellent light gun game at that.

The graphics date the game, but don't let the now-primitive look fool you - VC is still one of the best light gun games out there. Shooter/Target Shooting "Gun Games". Light Gun compatible. Released 1995. #81026.

□ **Virtua Cop 2** **Sega** **\$35/R4 +**

Developed by AM2 (Sega). Based on the 1995 Sega coin-op. Saturn exclusive. More excellent light gun gaming. If you've ever been a fan of light gun games, you'll definitely want to make this one part of your library. After the fall of the EVL, Inc. empire in Virtua Cop, a money laundering scheme involving the Virtua City Bank was uncovered. Rage, Smarty and Janet (the Virtua Cops) are on the case! Confidential Mission is the spiritual successor to this game and was released for the Dreamcast. As of this writing, the true sequel, Virtua Cop 3 is making its debut in high-end arcades everywhere. Shooter/Target Shooting "Gun Games". Light Gun compatible. EASTER EGGS: Add some new features to the game, including big head, free play, and gun select options. Connect a gun to port one, and a standard controller to port 2. At the title screen, press Up, Down, Up, Down, A, X, B, Y, C, Z. The new features will appear in the "option plus" menu (which appears after the game has been completed under any difficulty level). PERIODICALS: Reviewed in EGM #90, January 1997, page 62. Scores: 8.5, 8, 8, 8 (out of 10). Also received the "Silver Medal" Editor's Choice emblem. Released 11/22/1996. #81043.

□ **Virtua Fighter** **Sega** **\$3/R1**

Developed by AM2 (Sega). Based on the 1993 Sega coin-op. This game was at one time a pack-in game with the Saturn console. It contained a few bugs and polygon dropouts - early owners of the game were offered a free upgrade to the bug fix Virtua Fighter Remix (see also VF Remix). Fighting/Tournament Style. LANDMARK: This was a launch title in the US. Released 5/11/1995. #81005.

□ **Virtua Fighter 2** **Sega** **\$5/R1 +**

Developed by AM2 (Sega). Based on the 1995 Sega coin-op. At the time of its release, this game kept the Saturn afloat. Pundits said it couldn't be done on the home console, but they were proven wrong with this excellent port of the coin-op. Contains all of the fighters from the original game and includes two newcomers, Shun and Lion. Saturn exclusive. Fighting/Tournament Style. PERIODICALS: EGM #91, February 1997, page 90: dubbed Virtua Fighter 2 a "must-have fighter" stating that "the gameplay is dead on" [compared to the coin-op.] Released 1995. #81014.

□ **Virtua Fighter Kids** **Sega** **\$6/R3 +**

Developed by AM2 (Sega). Based on the 1996 Sega coin-op. Pretty much just Virtua Fighter 2 with super deformed anime styled characters. Slightly faster than Virtua Fighter 2 and contains new original movie sequences. A "make your own combos" mode has also been added to the mix. Saturn exclusive. Fighting/Tournament Style. Released 8/29/1996. #81049.

□ **Virtua Fighter Remix** **Sega** **\$8/R2 +**

Developed by AM2 (Sega). Based on the 1995 Sega coin-op. Newly texture mapped bug fix version of the earlier Virtua Fighter Saturn port. It was offered to Saturn owners for free for a limited time following the launch of the console. The updated textures mimic the textures found in the Virtua Fighter 2 arcade game which was in game rooms at that time. Fighting/Tournament Style. Released 1995. #81023/27/28.

□ **Virtua Casino** **Natsume** **\$8/R4**

Traditional/Casino Game. PERIODICALS: Reviewed in EGM #89, December 1996, page 86. Scores: 7.5, 7, 7, 6.5 (out of 10). Released 1996. #T-31102H.

□ **Virtual Hydlide** **Atlus** **\$6/R2 -**

Action RPG from Atlus. Contains a "World Create" function allowing players to experience a new world each time a new game is

started. Like the old "Bonkers" board game, it's never the same game twice. Role-Playing/Third-Person Real-Time. Released 1995. #T-14401H.

□ **Virtual On: Cyber Troopers** **Sega** **\$10/R4 +**

Developed by AM3 (Sega). Based on the 1995 Sega coin-op. Saturn Exclusive. Utilizes the insanely cool Twin Stick controller. Action/Mech Battle/Sim. PERIODICALS: Reviewed in EGM #90, January 1997, page 61. Scores: 9, 8, 8, 6.5 (out of 10). Dubbed "another picture perfect arcade conversion" on page 170 of the same issue. Released 11/8/1996. #81042.

□ **Virtual On: Cyber Troopers** **Sega** **\$15/R5 +** **Net Link Edition**

Developed by AM3 (Sega). Based on the 1995 Sega coin-op. Action/Mech Battle/Sim. Supports online play. PERIODICALS: Reviewed in EGM #90, January 1997, page 61. Scores: 9, 8, 8, 6.5 (out of 10). Dubbed "another picture perfect arcade conversion" on page 170 of the same issue. #81072.

□ **Virtual Open Tennis** **Acclaim** **\$6/R3**

Developed by T&E Soft. 1-4 player tennis action. Includes 10 different players and 3 court surfaces (grass, clay and hard court). Sports/Tennis. PERIODICALS: Released 1996. #T-8129H.

□ **VR Golf '97** **Interplay** **\$5/R2**

Developed by VR Sports. Sports/Golf. PERIODICALS: Mike Salmon of Ultra Game Players magazine called VR Golf 97 "my favorite console golf game of all time." Released 12/20/1996. #T-125118H.

□ **VR Soccer** **Interplay** **\$1/R1**

Developed by VR Sports. Sports/Soccer. Released 12/20/1996. #T-12517H.

□ **VR Virtua Racing** **Time Warner** **\$3/R1**

Developed by AM2 (Sega). Based on the 1992 Sega coin-op. Saturn Exclusive. Ten tracks, Grand Prix mode, and a go-kart. Includes arcade mode and two-player split-screen action. Why did Sega license this one out to Time Warner? Racing/F1/Indy/Stock Cars. EASTER EGGS: To enable all ten tracks in arcade mode and sixteen drones in practice mode, enter "XYZ" as your initials in Grand Prix mode. Released 1995. #T-4801H.

□ **Warcraft II: The Dark Saga** **Electronic Arts** **\$8/R3**

Developed by Blizzard Entertainment. Role Playing, includes 52 missions and over 90 maps. "Command your forces in the struggle for the domination of Azeroth." Simulation/Real-Time Strategy. Released 1997. #T-5023H.

□ **Williams Arcade's Greatest** **Midway** **\$10/R3 +** **Hits**

Developed by Digital Eclipse. Based on the 1980s Williams coin-op. Compilation disc containing Williams coin-op classics Bubbles, Defender, Defender II (Stargate), Joust, Robotron: 2084 and Sinistar. Miscellaneous/Compilation. Released 12/23/1996. #T-9703H.

□ **Wing Arms** **Sega** **\$6/R3**

You're a member of an elite WWII allied air squadron - Wing Arm in this 1st/3rd person dogfight game. Saturn Exclusive. Simulation/Air Vehicle Combat. Released 1995. #81024.

□ **Winning Post** **Koei** **\$30/R6**

Simulation/Resource Management. Released 1996. #T-7602H.

□ **Winter Heat '98** **Sega** **\$15/R5 +**

Developed by AM3 (Sega). Based on the 1997 Sega coin-op. Sports/Extreme Games. Released 2/18/1998. #81129.

□ **Wipeout** **Sega** **\$4/R1**

Designed by Jason Denton, Dave Rose, Rob Smith, Stuart Sockett. Developed by Psygnosis. "Experience roller coaster speed and

drops, multiple 3D texture mapped tracks, and futuristic vehicles in this out of control hovercraft racing game. Pick up weapons to blow your opponents off course, or pick up shields to defend the lead." 1 player. Racing/Miscellaneous Racing. LANDMARK: The only Sega Saturn game to feature "network" play by linking two Saturns together. This feature was seen more often on PlayStation titles. PERIODICALS: Reviewed in EGM #84, July 1996, page 24. Scores: 8, 8, 7, 5.5 (out of 10). Released 5/3/1996. #81211.

- ☐ **World Cup Golf: Professional Edition** **US Gold** **\$8/R4**
Sports/Golf. Released 1996. #T-7903H.
- ☐ **World Series Baseball** **Sega** **\$2/R1**
Play modes include a 162 game pennant race, all star game, and play offs. We must admit, we're never able to get beyond the home-run derby mode. "Who wants to see us sock a few dingers?!" Sports/Baseball. Released 1995. #81109.
- ☐ **World Series Baseball 2** **Sega** **\$2/R1**
Includes 700 players, 28 MLB stadiums, 1998 expansion teams (Diamondbacks and Devil Rays), 1996 MLB schedule, commentary, and five play modes: all-star, playoff, exhibition, pennant race and, of course (my fave), home run derby. Sports/Baseball. Released 8/24/1996. #81113.
- ☐ **World Series Baseball '98** **Sega** **\$2/R1**
1997 teams, rosters and schedule. Features all the play modes of the previous version. Home run derby, here we come. Sports/Baseball. Released 7/16/1997. #81127.
- ☐ **Worldwide Soccer** **Sega** **\$1/R1**
Developed by InVision. Features: 12 international teams; 12 different perspectives; complete stat tracking. 1-4 players. Sports/Soccer. Released 10/16/1996. #81105.
- ☐ **Worms** **Ocean** **\$12/R4**
Developed by Team 17. "It's a little bit Lemmings and a whole lotta Terminator... only more pink and squishy." Saturn port of the popular turn-based strategy game featuring worms, bazookas, homing missiles, banana bombs, Uzis, mines and sheep, just to name a few of the weapons. Puzzle/Action. Released 1996. #T-16403H.
- ☐ **WWF In Your House** **Acclaim** **\$7/R3**
Developed by Sculptured Software. Based on the WWF (now WWE) television series. Features ten wrestlers: Hunter Hearst-Helmsley, Ahmed Johnson, Vader, Gold Dust, Ultimate Warrior, Owen Hart, Bret Hart, British Bulldog, Undertaker and Shawn Michaels. 1-4 players. Fighting/Wrestling. Released 11/23/1996. ©1996 TitanSports. #T-8126H.
- ☐ **WWF Wrestlemania: The Arcade Game** **Acclaim** **\$10/R3 +**
Developed by Sculptured Software. Based on the 1995 Midway coin-op. Port of the Midway coin-op that was inspired by NBA Jam and NFL Blitz. Based on the annual WWF (now WWE) pay per view event. Fighting/Wrestling. Released 1996. ©1995 TitanSports. #T-8112H.
- ☐ **X-Men: Children of the Atom** **Acclaim** **\$12/R4**
Developed by Capcom. Based on the 1994 Capcom coin-op. Not a bad port of the classic Capcom fighter. Fighting/Tournament Style. Released 4/5/1996. #T-8108H.

Total # of items in this section: **249**

HARDWARE AND PERIPHERALS

- ☐ **3D Control Pad** **Sega** **\$5/R2**
This Saturn controller features 6 buttons, 2 trigger buttons, the familiar D-pad and an analog thumb controller. The 3D control pad paved the way for the Dreamcast controllers.
- ☐ **6 Player Multitap** **Sega** **\$10/R3**
6 controller hub. One could be plugged into each controller port to allow for up to 12 players to play some games, primarily sports titles.
- ☐ **Arcade Racer** **Sega** **\$15/R2**
Analog steering wheel. Features adjustable height and angle, has butterfly buttons on either sides of the "horn" area. A must have for racing games. #80107.
- ☐ **Backup Cartridge** **Sega** **\$15/R2**
The Saturn backup cartridge. #80101.
- ☐ **Cobra Light Gun** **Cobra** **\$5/R1**
Compatible with the Saturn and PlayStation consoles. No need to bother with this one, stick with the official Sega Stunner model.
- ☐ **Console, Saturn** **Sega** **\$15/R2**
The underappreciated little black box within a white cardboard box.
- ☐ **Control Pad** **Sega** **\$5/R1**
Standard 6 button, 2 shoulder button D-pad controller. #80100.
- ☐ **Control Pad 2** **Sega** **\$5/R1**
Somewhat streamlined version of the 6 button, 2 shoulder button D-pad controller. The D-pad on this version is more similar to the Genesis D-pad. #80116.
- ☐ **Mission Stick** **Sega** **\$7/R2**
Analog controller for flying and shooting games. The stick boasts the ability to be mounted on either side of the buttons panel, making it a breeze for both lefties and righties to play. #80104.
- ☐ **Net Link Internet Modem** **Sega** **\$7/R3**
Instant internet access for the Sega Saturn console, included the web browser by Planet Web. The original package included a 30' telephone cord and the 28.8kbps modem. Plugs into the cartridge port near the back of the console. #80118.
- ☐ **Net Link Mouse** **Sega** **\$5/R2**
For use while surfing the internet via the NetLink Modem, or with some games, like Myst.
- ☐ **Pro Action Replay Cartridge** **Datel** **\$10/R1**
- ☐ **RF Switch** **Sega** **\$3/R1**
The old-time RF switch for old-time (coax hookup only) TV sets. If you don't have AV inputs on your television, you'll need one of these gadgets to get in the game.
- ☐ **Saturn Keyboard** **Sega** **\$5/R2**
Suspiciously similar to a standard Windows keyboard.
- ☐ **ST-Key** **Unknown** **\$10/R2**
Cartridge that allows you to play imports on your Saturn console. Plug it into the memory card slot and when you turn the Saturn on, it goes to a boot screen for the ST-Key. Select "Start Application" from the main menu, and you're playing imports! Easy to use, easy to find. The downside is that with this plugged in, you can't play imports that require the RAM expansion, and you can only save to internal memory, which isn't so useful if your battery is dead!
- ☐ **Stunner Arcade Gun - Blue** **Sega** **\$12/R5**
a.k.a. Virtua Gun
The less common color of the US Stunner, but more common overseas. #80311.

- ☐ **Stunner Arcade Gun - Orange** **Sega** **\$8/R2**
a.k.a. **Virtua Gun**
The common color of the US Stunner, came packed with Virtua Cop. Back in the mid-90s, additional Stunner guns could be ordered directly from Sega by calling 1-800-SEE-SATURN. #80126.
- ☐ **Super Pro Action Replay 5 in 1 +** **Datel** **\$0/R0**
The last converter you'll ever need for your Saturn. It's a 4MB RAM cart, a backup cart, a cheat code device, a memory manager, and a region lockout bypass, all in one. You can save your games on it, use it with games that use 1 or 4MB of RAM (like some of the fighting games), apply PAR codes and play Japanese games on American Saturns. The only problem is that these things tend to die early.
- ☐ **Twin Stick** **Sega** **\$25/R5**
The twin stick features dual joysticks, each with a trigger button and a top mounted fire button.
- ☐ **Virtua Stick** **Sega** **\$10/R2**
Arcade styled joystick dubbed a "must have for Virtua Fighter" by Sega themselves. #80112.
- Total # of items in this section: **20**

RUMOR MILL

- ☐ **3D Baseball** **Crystal Dynam** **\$0/R0**
Never Released on Sega Saturn in PAL Format. Released 1996.
- ☐ **Aerobiz 2000** **Koei** **\$0/R0**
- ☐ **Bedlam** **GT Interactive** **\$0/R0**
- ☐ **Blood Omen: Legacy of Kain** **Crystal Dynam** **\$0/R0**
Never Released on Sega Saturn. Released 1996.
- ☐ **Dark Rift** **Vic Tokai** **\$0/R0**
- ☐ **Dead or Alive** **Tecmo** **\$0/R0**
Unreleased port of the 3D tournament fighter Tecmo coin-op.
- ☐ **Dungeon Keeper** **Electronic Arts** **\$0/R0**
Developed by Bullfrog. Conversion of the PC Classic. This time you're the monster. Defend your dungeon from the hordes of marauding do-gooders. Released 1997.
- ☐ **Fighting Force** **Unknown** **\$0/R0**
Never Released in PAL. Game was released in Japan but never officially in PAL. However some music from it was featured on a Magazine cover CD (Saturn Power No.3).
- ☐ **Hard Boiled** **Sega** **\$0/R0**
- ☐ **Iron & Blood Warriors of Ravenloft** **Acclaim** **\$0/R0**
a.k.a. **Advanced Dungeons & Dragons: Iron & Blood Warriors of Ravenloft**
Fight one-on-one or choose a team of combatants and from 64 different weapons before entering a campaign for ultimate power! Released 1996. ©1996 TSR.
- ☐ **King of Fighters '95, The** **Sega** **\$0/R0**
- ☐ **Magic: The Gathering** **Acclaim** **\$0/R0**
Developed by Realtime Associates. Based on the card game that has sold over a billion cards. Enter a world of dreams and nightmares, good and evil, where you decide the final outcome.

Released 1996. ©1996 Wizards of the Coast.

- ☐ **Mystery 7 Mansions** **Koei** **\$0/R0**
- ☐ **Ninja** **Unknown** **\$0/R0**
The game itself never came out but some music from it was featured on a Magazine cover CD (Saturn Power No.3).
- ☐ **Pinky and the Brain** **Konami** **\$0/R0**
- ☐ **Policenauts** **Konami** **\$0/R0**
- ☐ **Re:Loaded** **Gremlin** **\$0/R0**
The sequel to Loaded also by Gremlin. Was released on the PlayStation. Released 1997.
- ☐ **Shenmue** **Sega** **\$0/R0**
Developed by AM2. Yup. Shenmue started out its life on the Saturn, but it was scrapped in favor of releasing it on the Dreamcast. The second game was released on the Xbox and to date, the third game is in limbo. A well known video clip of the Saturn version of Shenmue is readily available.
- ☐ **Solar Eclipse** **Crystal Dynam** **\$0/R0**
Never Released on Sega Saturn. Released 1996.
- ☐ **Sonic X-Treme** **Sega** **\$0/R0**
a.k.a. **Sonic Xtreme**
Developed by Sonic Team. Did this game become Sonic 3D Blast? Demo of Sonic X-Treme bonus round was shown at 1996 E3 show. Was said to have used the same game engine as NIGHTS. PERIODICALS: Advertised in EGM #90, January 1997, page 125.
- ☐ **Syndicate Wars** **Electronic Arts** **\$0/R0**
Developed by Gremlin. Sequel to the original 16-bit Syndicate game. Released 1997.
- ☐ **Tomb Raider 2** **Eidos** **\$0/R0**
Developed by Core Design. Sequel to the original Tomb Raider. Released 1997.
- ☐ **Viewpoint** **Electronic Arts** **\$0/R0**
Developed by Sammy. Conversion of the arcade unit. Six Levels of beautifully SGI-rendered graphics with pumping CD soundtracks. Released on Sega Genesis, sequel turned into Zaxxon Motherbase 2000 for the Sega 32X add-on. Released 1997.
- ☐ **Virus** **Sega** **\$0/R0**
Developed by Hudson Soft/Avex D.D. This game was to have a soundtrack recorded by Favorite Blue. Released 1997.
- ☐ **Wet Corpse** **Vic Tokai** **\$0/R0**
- Total # of items in this section: **25**

DEMOS, SAMPLERS, & NON GAMES

- ☐ **Bootleg 2 Sampler** **Sega** **\$3/R3**
- ☐ **Bootleg 2 Sampler** **Sega** **\$3/R3**
- ☐ **Bootleg Sampler** **Sega** **\$1/R2**
Includes Demos of: World Series Baseball, Sega Rally Championship, Clockwork Knight 2, Bug, Virtua Fighter 2, Virtua Cop, Mystaria, Wing Arms, NHL All Star Hockey, Panzer Dragoon, Daytona USA. Released 1995. #610-6165.
- ☐ **Bootleg Sampler** **Sega** **\$1/R2**
Includes Demos of: World Series Baseball, Sega Rally Championship, Clockwork Knight 2, Bug, Virtua Fighter 2, Virtua Cop, Mystaria, Wing Arms, NHL All Star Hockey, Panzer Dragoon,

Daytona USA. Released 1995. #610-6165.			
☐	Bootleg Sampler	Sega	\$0/R0
Released 1995. #81031.			
☐	Bootleg Sampler 2: Sega Screams	Sega	\$0/R0
Released 1996. #81075.			
☐	Bug! Sampler	Sega	\$5/R2
Developed by Realtime Associates.			
☐	Christmas NIGHTS Into Dreams Sampler	Sega	\$25/R4
Developed by Sonic Team. Supports the 3D Analog controller. Found most often at BlockBuster video stores. Released 1996. #81067.			
☐	Core Demo Disc	Eidos	\$4/R2
Developed by Core Design. Sampler disc from Core Design featuring demos of Tomb Raider, Swagman, Blam! Machinehead & the never released in PAL territories Fighting Force. #790-0002-50.			
☐	Core Demo Disc	Eidos	\$4/R2
Developed by Core Design. Sampler disc from Core Design featuring demos of Tomb Raider, Swagman, Blam! Machinehead & the never released in PAL territories Fighting Force. #790-0002-50.			
☐	Gremlin (Sampler)	Gremlin	\$3/R3
Featuring: Actua Golf, UEFA Euro 96 & Loaded. Released 1996. #610-6834-01.			
☐	Gremlin Interactive Ltd Demo Disk	Gremlin	\$3/R3
Featuring: Actua Golf, UEFA Euro 96 & Loaded. Released 1996. #610-6834-01.			
☐	Net Link Browser 2.0	Sega	\$0/R0
Supports the keyboard peripheral. Mouse compatible. #80118B.			
☐	Net Link Browser 3.0	Sega	\$0/R0
Supports the keyboard peripheral. Mouse compatible. #80118D.			
☐	NIGHTS Into Dreams Sampler	Sega	\$0/R0
Developed by Sonic Team. Compatible with the 3D analog controller. #81063.			
☐	Panzer Dragoon Playable Preview	Sega	\$0/R0
Developed by Team Andromeda. Released 1995. #81018.			
☐	Panzer Dragoon Saga Disc 1 Demo	Sega	\$2/R1
a.k.a. Panzer Dragoon RPG Azel (Japan) Developed by Team Andromeda. The first disc of Panzer Dragoon Saga was released as a promotional Cover CD on 'Sega Saturn Magazine'. Released 5/15/1998.			
☐	Panzer Dragoon Saga Disc 1 Demo	Sega	\$2/R1
a.k.a. Panzer Dragoon RPG Azel (Japan) Developed by Team Andromeda. The first disc of Panzer Dragoon Saga was released as a promotional Cover CD on 'Sega Saturn Magazine'. Released 05/15/98.			
☐	Photo CD Operating System	Sega	\$20/R5
☐	Photo CD Operating System	Sega	\$20/R5
☐	Preview Vol 1	Sega	\$3/R2
Includes Demos/Videos of: Alien Trilogy, Tomb Raider, Exhumed, Loaded, NHL Powerplay '96 & Keio Flying Squadron 2. Released 1996. #910-6377.			
☐	Preview Vol 1	Sega	\$3/R2
Includes Demos/Videos of: Alien Trilogy, Tomb Raider, Exhumed, Loaded, NHL Powerplay '96 & Keio Flying Squadron 2. Released 1996. #910-6377.			
☐	Saturn Power No.1	Future	\$3/R3
Released 1997. #T-12313H-50.			
☐	Saturn Power No.1	Future	\$3/R3
Released 1997. #T-12313H-50.			
☐	Saturn Power No.2	Future	\$2/R2
Featuring: The never released Reloaded!, Actua Soccer Club Edition & Hardcore 4x4. Released 1997. #610-6576.			
☐	Saturn Power No.2	Future	\$2/R2
Featuring: The never released Reloaded!, Actua Soccer Club Edition & Hardcore 4x4. Released 1997. #610-6576.			
☐	Saturn Power No.3 "Block-Rocking Beats"	Future	\$2/R2
Featuring: music from the unreleased Ninja & Fighting Force. As well as Swagman, Sonic 3D, Daytona USA Championship Circuit Edition, Blam! Machinehead, Shinobi X, UEFA Euro 96. Released 08/97. #SP03-8-97.			
☐	Saturn Power No.3 "Block-Rocking Beats"	Future	\$2/R2
Featuring: music from the unreleased Ninja & Fighting Force, Swagman, Sonic 3D, Daytona USA Championship Circuit Edition, Blam! Machinehead, Shinobi X, UEFA Euro 96. Released Aug-97. #SP03-8-97.			
☐	Saturn Power No.4	Future	\$3/R3
Released 1997.			
☐	Saturn Power No.4	Future	\$3/R3
☐	Saturn Power No.5	Future	\$2/R2
Featuring: Wipeout 2097. Released 1997.			
☐	Saturn Power No.5	Future	\$2/R2
Featuring: Wipeout 2097.			
☐	Sega Flash Vol 1	Sega	\$3/R2
Featuring: Virtua Fighter 2, Baku Baku Animal, Golden Axe The Duel, Panzer Dragoon II Zwei, Sega Rally Championship, UEFA Euro 96. Released 1996. #MK 610-6288A.			
☐	Sega Flash Vol 1	Sega	\$3/R2
Featuring: Virtua Fighter 2, Baku Baku Animal, Golden Axe The Duel, Panzer Dragoon II Zwei, Sega Rally Championship, UEFA Euro 96. Released 1996. #610-6288A.			
☐	Sega Flash Vol 2	Sega	\$3/R2
Featuring: NIGHTS Into Dreams, Sega Worldwide Soccer '97, Athlete Kings, Baku Baku Animal, Panzer Dragoon II Zwei, Exhumed, Virtua Fighter Kids, The Story of Thor 2, Three Dirty Dwarves. Released 1996. #610-6288B.			
☐	Sega Flash Vol 2	Sega	\$3/R2
Featuring: Nights Into Dreams, Sega Worldwide Soccer '97, Athlete Kings, Baku Baku Animal, Panzer Dragoon II Zwei, Exhumed, Virtua Fighter Kids, The Story of Thor 2, Three Dirty Dwarves. Released 1996. #610-6288B.			
☐	Sega Flash Vol 3	Sega	\$3/R2
Featuring: Daytona USA Championship Circuit Edition, Virtual On Cyber Troopers, Tomb Raider, Sega Worldwide Soccer, Fighting Vipers, Virtua Cop 2, Dark Saviour, Nights into Dreams, Mr. Bones, Bug Too. #610-6288C.			
☐	Sega Flash Vol 3	Sega	\$3/R2
Featuring: Daytona USA Championship Circuit Edition, Virtual On			

Cyber Troopers, Tomb Raider, Sega Worldwide Soccer, Fighting Vipers, Virtua Cop 2, Dark Saviour, Nights into Dreams, Mr. Bones, Bug Too. Released 1997. #610-6288C.

☐ **Sega Flash Vol 4** **Sega** **\$2/R1**

Featuring: Sonic 3D Flickies' Island, Die Hard Arcade, Virtual On Cyber Troopers, Manx TT Super Bike, Fighters Megamix, Mass Destruction, Saturn Bomberman, Sky Target, Torico, A.M.O.K., Scorchers, Sega Ages, Virtua Fighter 3, Sega Touring Car Championship. Released 1997. #610-6288D.

☐ **Sega Flash Vol 4** **Sega** **\$2/R1**

Featuring: Sonic 3D Flickies' Island, Die Hard Arcade, Virtual On Cyber Troopers, Manx TT Superbike, Fighters Megamix, Mass Destruction, Saturn Bomberman, Sky Target, Torico, A.M.O.K., Scorchers, Sega Ages, Virtua Fighter 3, Sega Touring Car Championship. Released 1997. #610-6288D.

☐ **Sega Flash Vol 5** **Sega** **\$2/R1**

Featuring: Sonic Jam, Die Hard Arcade, Sonic 3D Flickies Island, Sega Rally Championship, Last Bronx, Resident Evil, Dragon Force, Wipeout 2097, Duke Nukem, Sega Touring Car Championship, Enemy Zero. Released 1997. #610-6288E.

☐ **Sega Flash Vol 5** **Sega** **\$2/R1**

Featuring: Sonic Jam, Die Hard Arcade, Sonic 3D Flickies Island, Sega Rally Championship, Last Bronx, Resident Evil, Dragon Force, Wipeout 2097, Duke Nukem, Sega Touring Car Championship, Enemy Zero. Released 1997. #610-6288E.

☐ **Sega Flash Vol 6** **Sega** **\$2/R1**

Featuring: Sega Worldwide Soccer '98, Steep Slope Sliders, Sega Touring Car Championship, Enemy Zero, Panzer Dragoon Saga, Lost World: The Jurassic Park, NBA Action '98, Sonic R. Released 1998. #610-6288F.

☐ **Sega Flash Vol 6** **Sega** **\$2/R1**

Featuring: Sega Worldwide Soccer '98, Steep Slope Sliders, Sega Touring Car Championship, Enemy Zero, Panzer Dragoon Saga, Lost World: The Jurassic Park, NBA Action '98, Sonic R. Released 1997. #610-6288F.

☐ **Sega Flash Vol 7** **Sega** **\$1/R1**

Featuring: World League Soccer, Steep Slope Sliders, Sega Touring Car Championship, Burning Rangers, Panzer Dragoon Saga, Enemy Zero, Shining Force III, The House of the Dead, Winter Heat, Sonic R, NBA Action '98. Released 1998. #MK 610-6288G.

☐ **Sega Flash Vol 7** **Sega** **\$1/R1**

Featuring: World League Soccer, Steep Slope Sliders, Sega Touring Car Championship, Burning Rangers, Panzer Dragoon Saga, Enemy Zero, Shining Force III, The House of the Dead, Winter Heat, Sonic R, NBA Action '98. Released 1998. #MK 610-6288G.

☐ **Sega Saturn Choice Cuts** **Sega** **\$0/R0**

#81600.

Total # of items in this section: **47**

Total # of items in all: **341**

HISTORICAL NOTES

Launched in the USA 1995. Original retail price: \$399.99.

TECHNICAL NOTES

Processor: 2 Hitachi SH2 RISC CPUs (32-bit)

Processor Speed: 28 MHz, 25 MIPS each

Memory: 2 MB RAM, 1.54 MB VRAM

Resolution: 640 x 224, Max 704 x 480

Colors: 16.7 million

Game Media: Compact Disc

The Saturn has a built-in lockout for foreign CD's. Lockout bypass cartridges are available, such as the ST-Key or Action Replay. The console needs a modification to allow it to play games from other regions.



Sega CD was originally launched in Japan in June 1991 (called the Mega CD over there), finally making its way to US shores in November 1992. The original unit provided a base for the Genesis console and had a slide-out drawer. In 1992, pack-in games were still popular, and Sega CD owners were treated with a cornucopia of goodies including the Sega Classics 4-in-1 disc (**Golden Axe**, **Streets of Rage**, **Columns** and **Revenge of Shinobi**), the side-scrolling shooter **Sol-Feace**, the full-motion video game **Sherlock Holmes: Consulting Detective**, the music CD and CD+G video/music tandem "Hot Hits" and "Rock Paintings". Wow, how times have changed.

Even at \$299, the system sold very well at first, riding the popular wave of the Genesis. It could be said - by me, anyway - that developers really didn't know what to do with the multimedia capabilities of CD-ROM based games in 1991 and 1992, though, and what we saw were some fairly impressive images representing some fairly terrible games. Though full-motion video games did hit a stride later on, the poor reputation built on "love them or hate them" experiences like **Night Trap**, **Sewer Shark**, and the "Make My Video" series never really lifted.

In 1994, a second model was released, this time with a bottom base tray that held the Genesis and Sega CD side-by-side, with flip-top CD access. This model was built for the Genesis II which was released at the same time, but is compatible with the original Genesis as well.

On the software side of things, it's interesting to note that the first 22 titles were released in cardboard boxes, while subsequent releases were packaged in large jewel cases (the same ones used for Sega Saturn games). Several packaging anomalies: Digital Pictures released five titles in flip-open cardboard boxes similar in size to the jewel cases, and there is one game (**Fahrenheit**) that has both the Sega CD and Sega 32X CD versions packed within. Also, the Sega CDX and X'Eye were packaged with unusual variations in packaging, the most interesting of these being a Sega Classics 5-in-1 which is the same as the 4-in-1 originally packed-in but now with **Super Monaco GP** added. Each of these anomalies stick out like a sore thumb in a collection.

The software mix is varied, and your view on the library as a whole is mainly dependent on your views on sports games, role-playing games, and especially full-motion video games. There are some true classics in the mix, like the memorable **Lunar** series and **Popful Mail** by Working Designs; colorful shoot'em-ups **Keio Flying Squadron** and **Lords of Thunder**; **Road Avenger** and **Time Gal**, arguably the best full-motion video games ever designed, the rather violent and controversial **Snatcher** by Konami, and the 16-bit era's greatest version of Sonic ever, **Sonic CD**.

It should also be noted that nearly ten years after the Sega CD debuted in the USA, Good Deal Games acquired some titles that were near completion in the Sega CD era but were not released. The games **Bug Blasters**, **Star Strike**, **Citizen X**, **Marko** and **Battle Frenzy** represent the "second coming" of the Sega CD.

- Joe Santulli



Section written and maintained by Joe Santulli. Edited by Joe Santulli.

Game Release Notes: This system is priced as "complete" due to its relative newness. Complete games include the manual, case, inner artwork (which shows through the back of the case on the clear jewel packages), and of course, the game itself.

U.S. GAME RELEASES

- **3 Ninjas Kick Back / Hook** Sony \$5/R2
Developed by Psygnosis. Both based on movies, both fairly decent running, skipping about and smashing bad guys platformers, neither anything to get excited about. Action/Platform/Scrolling Screen. Released 1994.
- **A/X-101** Absolute \$4/R1
Developed by Micronet. FMV shooter along the lines of Cobra Command. Action/Full-Motion Video. Released 1994.
- **Advanced Dungeons & Dragons: Eye of the Beholder** FCI \$10/R3
Developed by Pony Canyon. Standard RPG fare based on TSR's Advanced Dungeons & Dragons license. FCI stands for "Fujisankei Communications International". Role-Playing/First-Person RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 9, and 4.5 (out of 10). Released 06/28/94.
- **Adventures of Batman & Robin, The** Sega \$10/R4
Developed by Clockwise Tortoise. Upgrade from the Genesis version, which we still feel is the superior game. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6.5, 6.5, and 5 (out of 10). Released 07/95. #4432.
- **Adventures of Willy Beamish, The** Dynamix \$12/R4
Developed by Sierra. Originally released for the Commodore Amiga. One of the 22 original releases that were in flimsy cardboard boxes. Dynamix was a division of Sierra On-Line. Puzzle/Point & Click. Released 1993. #T-6300.
- **After Burner III** Sega \$5/R2
Developed by CRI. Minor upgrade in the form of a sequel to the Genesis game Afterburner II, this one puts you behind the cockpit. One of the 22 original releases that were in flimsy cardboard boxes. Shooter/First-Person Vehicle Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 4 (out of 10). Released 1992. #4415.
- **AH3 Thunderstrike** JVC \$4/R1 +
a.k.a. Thunderhawk (Europe)
Developed by Core Design. Superb helicopter sim/combat game. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 7, and 7 (out of 10). Named "Best Sega CD Shooter" in 1993 by Die Hard Game Fan. Released 1993. #T-60065.
- **Amazing Spider-Man vs. The Kingpin, The** Sega \$6/R2
Developed by Monkey Business. Major update to the Genesis game, with new levels and music. Action/Platform/Hack & Slash. Released 1993. #4412.
- **Android Assault: The Revenge of Bari-Arm** Big Fun Games \$8/R3
a.k.a. Bari Arm (Japan)

Designed by Hiroshi Taniguchi, Hiroshi Ichikawa, Kelsuke Ohuchi. Developed by Human. Shooter/Horizontal Scrolling. EASTER EGGS: Let's cheat a little. From the title screen, press Up, B, A, C, A, Down, B, A, C, A, Next, highlight the "options" selection and press Left (x2) to display the cheat menu which allows you to be invincible, powered-up, or skip levels. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 6 (out of 10). Released 09/94. #4445.

- **Batman Returns** Sega \$5/R2
We'll put it in the platformer department but the caped crusader takes the road in a number of third-person driving challenges as well. One of the 22 original releases that were in flimsy cardboard boxes. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and 4 (out of 10). Released 05/93. #4401.
- **Battle Frenzy** Good Deal Games \$25/R1
a.k.a. Bloodshot (Europe)
Developed by Domark. Competent Wolfenstein-esque FPS with a 2-player split screen mode. The original title fell foul of Germany's strict censorship laws. Released only on Mega Drive until Good Deal Games released it for Sega CD in 2003. Shooter/First-Person Shooter. Released 2003.
- **Battlecorps** Time Warner \$5/R2
Developed by Core Design. You're in a mech, but the game feels like a tank sim. Similar in many ways to Core's AH3 Thunderstrike. Shooter/First-Person Vehicle Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and 5 (out of 10). Released 1994. #T-115045.
- **BC Racers** Time Warner \$5/R2
a.k.a. Stone Racers (Europe)
Developed by Core Design. BC Racers is the spiritual sequel to the Chuck Rock games, and features Chuck and son as one of the racing pairs (each racer consists of a driver and a sidecar). Racing/Kart Racing. PERIODICALS: Flux magazine gave this game a B-. Released 11/94. #T-115075.
- **Bill Walsh College Football** Electronic Arts \$3/R1 -
Developed by High Score Productions. Insignificant upgrade to the Genesis cartridge. It is releases like this one that made non-believers say "so what". Sports/Football. Multiplayer adapter compatible. Released 1993. #T-50025.
- **Black Hole Assault** Bignet \$4/R1 -
Developed by Micronet. Giant robots duke it out. Spiritual successor to the Genesis game Heavy Nova. One of the 22 original releases that were in flimsy cardboard boxes. Also released on PC Engine Duo. Fighting/Tournament Style. LANDMARK: This was a launch title in the US. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 5 (out of 10). Released 10/15/92.
- **Bouncers** Sega \$5/R2
Developed by Sierra. Original game where you ARE the basketball, gameplay is chaotic at best. Features the vocal talents of Mark "Luke Skywalker" Hamill. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and 5 (out of 10). Released 1994. #4908.
- **Bram Stoker's Dracula** Sony \$4/R1
Developed by Psygnosis. One of two Dracula Sega CD games, this one is based on the 1993 movie. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 5 (out of 10). SANTULLI SLANT: This game features some very impressive photo-realistic backgrounds and digitized characters, with believable scrolling during gameplay, which makes it a graphic masterpiece for the system. Unfortunately the gameplay itself is pretty sluggish and generally awkward, much like Keanu Reeves in the movie. [Gr: 8, So: 8, Ga: 5, Ov: 6] Released 08/93. #T-93065.

- Brutal: Paws of Fury** **GameTek** **\$5/R2**
Minor upgrade to the Genesis game, with a few new characters and cut-scenes. Fighting/Tournament Style. EASTER EGGS: There are a couple of hidden characters you can play with if you know how. Start at the title screen. To play as Karate Croc, press Up, Down, A, B, C, A, B, Down, Up. To play as Dali Llama, press C, A, B, A, Left, A. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and 5 (out of 10). Released 1994. #T-83136.

- Bug Blasters: The Exterminators** **Good Deal Games** **\$30/R1**
Developed by Stargate Films. Produced nearly ten years after the Sega CD debuted in the US and more than five years after its originally scheduled ship date. Packaged in a standard CD jewel case. Action/Full-Motion Video. Released 12/12/00.

- Cadillacs and Dinosaurs: 2nd Cataclysm** **Rocket Science** **\$8/R3**
Based on the comic series but much different from the Genesis game. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10). Released 1994.

- Championship Soccer '94** **Sony** **\$5/R5**
a.k.a. Sensible Soccer '94 (Europe)
Developed by Sensible Software. Not much by today's standards but soccer fans would put this very close to the quality of FIFA in 1994. Sports/Soccer. Released 1994.

- Chuck Rock** **Sony** **\$5/R2**
Developed by Core Design. Bounce baddies off of your belly in this minor upgrade to the Genesis cart. One of the 22 original releases that were in flimsy cardboard boxes. Followed by two sequels, Chuck Rock II and BC Racers. Action/Platform/Scrolling Screen. LANDMARK: This was a launch title in the US. Released 10/15/92. #T-93045.

- Chuck Rock II: Son of Chuck** **Virgin** **\$5/R2**
Developed by Core Design. Like Chuck Rock's Sega CD incarnation, all this really adds to the original Genesis version is better music. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1993. #T-115025.

- Citizen X** **Good Deal Games** **\$25/R1**
Designed by Steve DeFrisco. Developed by Digital Pictures. Rescued from the grave, this title was a hopeful release by the same group who gave us the Sega CD classics Night Trap, Sewer Shark, Corpse Killer, and more: Digital Pictures. Most of Digital Pictures games on the Sega CD were highly dependent on the full-motion video gimmick, requiring the player to either shoot at or otherwise influence the activity of the running video. Citizen X is not one of these gimmick games. Instead, you've got a fairly standard platformer with puzzle elements and the full-motion video is used to either prompt you along or taunt you. Produced nearly ten years after the Sega CD debuted in the US. Packaged in a standard DVD case. Released 10/02.

- Cliffhanger** **Sony** **\$5/R2**
Based on the 1993 action/adventure film starring Sylvester Stallone. Based on the Sylvester Stallone movie and a minor upgrade to the Genesis game (there are new snowboarding levels, better music and some cut-scenes taken from the movie). Released 1993.

- Cobra Command** **Data East** **\$8/R3 +**
a.k.a. Thunderstorm FX (Japan)
Developed by Wolf Team. Based on the 1984 Data East coin-op. One of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video. LANDMARK: This was a launch title in the US. EASTER EGGS: You can start at any level in the game

with this code. From the title screen, press Start. Next, press Up, Left, Right (x2). Up when you see the "game start" and "config mode" selections. You'll get an audio response if you did it right. Now just press Left or Right when you see "New York - Stage 1" to change your starting level. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 10/15/92.

- Corpse Killer** **Digital Pictures** **\$5/R2 -**
Dull shooter, probably the worst game in the Digital Pictures lineup. This was one of five Digital Pictures games to be packaged in a blue flip open cardboard box of approximately the same dimensions as the large flip open jewel cases. A visually enhanced version can be found on 32X. Action/Full-Motion Video. Sega and American Videogames Light Gun compatible. Released 11/94.

- Crime Patrol** **Amer Laser Games** **\$20/R6**
Based on the 1993 American Laser Games coin-op. Work your way up the ranks in this shooter which plays a bit like a full-motion video version of Lethal Enforcers. It's more fun when you play single player with two guns. A visually enhanced version can be found on 3DO. Action/Full-Motion Video. Sega and American Videogames Light Gun compatible. Released 06/05/94.

- Dark Wizard** **Sega** **\$20/R4 +**
Developed by Renovation. A mix of tactics-style battles and anime cut-scenes. Complex but worth getting over the learning curve. Role-Playing/Turn-Based/Battle-Centric. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and 6 (out of 10).

- Demolition Man** **Acclaim** **\$15/R5**
Developed by Alexandria. Based on the 1993 action/sci-fi movie featuring Sylvester Stallone and Wesley Snipes. Minor upgrade to the Genesis version. The 3DO version is a completely different game. EASTER EGGS: So, you don't like the level you're playing on? Skip it. Pause the game and press Left, Right, A, B (x2), then unpause. Bam, next level. Released 11/15/95. #T-81045.

- Double Switch** **Sega** **\$5/R2**
Developed by Digital Pictures. Spiritual successor to Night Trap. Features the acting talents of Corey Haim and Debbie Harry and the music of Thomas Dolby ("She Blinded Me With Science"). Action/Full-Motion Video. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and 5 (out of 10). Released 1993. #4419.

- Dracula Unleashed** **Sega** **\$6/R2**
Developed by ICOM Simulations. Many years later, this game was re-released for DVD players, and featured much clearer video. Action/Full-Motion Video. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). SANTULLI SLANT: These are the kinds of FMV games that work best, especially on Sega CD. Rather than try to impress you with integrated video, the video is simply a method for playing out the actions you take in the game. Similar in many ways to the Sherlock Holmes Consulting Detective series. [Gr: 7, So: 8, Ga: 7, Ov: 7] Released 1993. #4420.

- Dragon's Lair** **ReadySoft** **\$8/R2**
Based on the 1983 Cinematronics coin-op. This was the first blockbuster of the genre, though it wasn't the first game in the genre (that distinction is given to Sega's coin-op Astron Belt). Dragon's Lair is strictly a game of memorization, as there is a very linear sequence of events required to guide Dirk the Daring through the castle. The highlight is the animation, courtesy of Don Bluth, John Pomeroy, and Gary Goldman. Action/Full-Motion Video (Animated). EASTER EGGS: Fairly common to the ReadySoft laserdisc conversions is the ability to watch the entire set of animations, and this version is no different. To do it, pause the game in progress and press Right (x2), Left (x2), Down (x2), Up (x2), Start. The sequence begins the next time you die. PERIODICALS:

Electronic Gaming Monthly gave this game a 8, 7, 5, and 5 (out of 10). **SANTULLI SLANT:** The battle rages on. Who's hotter: Daphne or Kimberly (from that other Bluth production, Space Ace)? Most of you know how I feel about bossy women that shout. Though this debate will continue for many more years with my colleagues here, I'm fairly certain that there's another debate that needs settling right NOW, and that is which form of prescription drug should I be taking for ogling animated women? Oh yeah, here's the ratings. [Gr: 7, So: 8, Ga: 6, Ov: 7] Released 1993.

- ❑ **Dune** **Virgin** **\$8/R3**
Developed by Cryo. Originally developed for the Amiga. Based on the movie - look, that's Kyle MacLachlan on the cover! Followed by a sequel which appeared on the Genesis, **Dune 2: Battle for Arrakis**. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 8, 8, and 8 (out of 10). Released 1994. #T-70065.
- ❑ **Dungeon Explorer** **Hudson** **\$15/R5 +**
Developed by Westone. More or less a port of the TurboGrafx-16 title. To its credit it adds CD-quality music, but to its discredit you can only select from 6 (instead of 8) characters and can play with only 4 (instead of 5) players. **Role-Playing/Third-Person Real-Time.** Multiplayer adapter compatible. Released 1995.
- ❑ **Dungeon Master II: Skullkeep** **JVC** **\$6/R2**
Developed by FTL Games. Sequel to the Atari ST game. **Role-Playing/First-Person RPG.** Mouse compatible. Released 1994.
- ❑ **Earthworm Jim Special Edition** **Playmates** **\$20/R4**
Designed by Andy Astor, David Perry, Nicholas Jones. Developed by Shiny Entertainment. This update to the Genesis cartridge features new music, a few new levels, and the same great gameplay. We really wanted more. **Action/Platform/Shooter.** **EASTER EGGS:** You need the cheat menu. Pause a game in progress and press A + B, C (x2), A (x2), B (x2), B + C. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 9, 9, and 8.5 (out of 10). Released 03/15/95. #T-125045.
- ❑ **Ecco the Dolphin** **Sega** **\$5/R2 +**
Developed by Novotrade. Minor update to the Genesis game. This game was at one time a pack-in game with the Sega CDX console, part of the two disc set that also includes Sega Classics 5-in-1. **Action/2D Adventure.** **LANDMARK:** This was the first game to feature "Q-Sound" on a Sega system. **PERIODICALS:** Electronic Gaming Monthly gave this game a 9, 8, 8, and 6 (out of 10). Released 07/93. #4408.
- ❑ **Ecco: The Tides of Time** **Sega** **\$5/R2**
Developed by Appaloosa Interactive. Though the game looks much better than the first Ecco, the Sega CD version is almost a direct port of the Genesis game. **Action/2D Adventure.** **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 11/94. #4441.
- ❑ **ESPN Baseball Tonight** **Sony** **\$2/R2**
Developed by Park Place Productions. Minor upgrade to the Genesis cartridge featuring ESPN SportsCenter personalities Chris Berman and Dan Patrick. It's got real teams and stadiums but no player names. **Sports/Baseball.** Released 1994.
- ❑ **ESPN National Hockey Night** **Sony** **\$5/R2**
Like the Genesis game it is ported from, there was no way Sony could compete with EA's NHL franchise and was beaten hard again by NHL '94. **Sports/Hockey.** Multiplayer adapter compatible. Released 1994. #T-93215.
- ❑ **ESPN NBA Hang Time '95** **Sony** **\$10/R4**
Sports/Basketball. Released 1994.
- ❑ **ESPN Sunday Night NFL** **Sony** **\$2/R2**

Designed by Ed Ringler. Developed by Ringler Studios. Yet another weak part of an already weak Genesis game. The ESPN series is the bane of Sega CD collectors. Features ESPN SportsCenter's Chris Berman. **Sports/Football.** Released 1993.

- ❑ **Eternal Champions: Challenge From the Dark Side** **Sega** **\$10/R3 +**
Developed by Deep Water. A significant upgrade to the Genesis game. According to SegaBase, this is the only Sega CD game to generate 256 simultaneous colors on-screen, with Snatcher being a distant second at 192. Sequels have been discussed over the years, and an impressive list of names were signed to an online petition to get this game done on Saturn, but it never came to pass. **Fighting/Tournament Style.** **PERIODICALS:** Electronic Gaming Monthly gave this game a 7.5, 6, 6, and 5 (out of 10). Flux magazine gave this game an A. **SANTULLI SLANT:** Come on now. One of the hidden characters is a chicken. Not a guy in a chicken suit. Not a giant chicken. A small, chicken-sized chicken. Throw in 10 more hidden characters, overkills, cinekills, vendettas and hidden death moves and you have a rich, highly replayable fighter. [Gr: 8, So: 7, Ga: 8, Ov: 8] Released 02/95. #4427.
- ❑ **Fahrenheit** **Sega** **\$8/R2**
There are two disks in the box, one for Sega CD and one for 32X using the CD drive. Strangely, you need to boot up the Sega CD disk to play the 32X version. **Action/Full-Motion Video.** Released 02/23/95. #4438.
- ❑ **Fatal Fury Special a.k.a. Garou Densetsu Special (Japan)** **JVC** **\$12/R4**
Developed by SNK. Based on the 1993 SNK coin-op. Respectable attempt at bringing the classic fighting game to the home console, but we prefer the cartridge versions of Fatal Fury. **Fighting/Tournament Style.** **PERIODICALS:** Electronic Gaming Monthly gave this game a 7.5, 7.5, 7.5, and 7 (out of 10). Released 03/15/95.
- ❑ **FIFA International Soccer a.k.a. FIFA International Soccer: Championship Edition (Europe)** **Electronic Arts** **\$2/R2**
A significant improvement over the Genesis cartridge, particularly in the audio department with its vivid crowd ambience. **Sports/Soccer.** Multiplayer adapter compatible. Released 1994. #T-50055.
- ❑ **Final Fight CD** **Capcom** **\$15/R4 +**
Based on the 1989 Capcom coin-op. All of the original arcade characters are intact in this near-perfect port. One of the 22 original releases that were in flimsy cardboard boxes. **Fighting/Scrolling.** **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 6, and 6 (out of 10). Released 1993.
- ❑ **Flashback: The Quest for Identity** **US Gold** **\$45/R5 +**
Developed by Delphine Studios. Minor upgrade to the Genesis cartridge. **Action/2D Adventure.** **PERIODICALS:** Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 11/94. #4448.
- ❑ **Flink, The Misadventures of** **Vic Tokai** **\$10/R4**
Developed by Psychosis. What most US gamers did not know at the time was that this game was released on Mega Drive as a cartridge. This game is a minor improvement over the original. **EASTER EGGS:** Cheatin' time! This menu gives you everything you'll need to easily beat the game. Start a game and press Down + Start, then let go of Down. Then press Right (x3), Left (x3), Right (x2), Left (x2), Right, Left while continuing to hold Start. A cheat option will now appear at the bottom of the main menu. Released 1994.
- ❑ **Formula One: Beyond the Limit** **Sega** **\$2/R1 -**

- a.k.a. Heavenly Symphony: Formula One World Championship Racing (Japan)**
Developed by Pony Canyon. Racing/F1/Indy/Stock Cars. SANTULLI SLANT: You want to know what's really "beyond the limit"? My patience for uninspired, "me too" racing games. You know what, smash this one to bits and go back to Super Monaco GP on the Genesis. You'll thank me someday. [Gr: 4, So: 4, Ga: 3, Ov: 3] Released 1994. #4608.
- Q Ground Zero Texas Sony \$5/R2**
Developed by Digital Pictures. Produced by Tom Zito. This Sega CD exclusive is a cross between classic target-shooting action (like Mad Dog McCree) and strategic camera-switching (like Night Trap). Typical of games in this genre, the story is campy and preposterous, which should be a reason to LIKE them! Action/Full-Motion Video. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 1993. #T-93145.
- Q Heart of the Alien Virgin \$25/R4**
Designed by Michael Burton. Developed by Delphine Studios. You get two games with this package, this one and it's prequel, Out of This World. Warning: the sequel is even HARDER than the original! Music by Tommy Tallarico. Action/2D Adventure. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). Released 1994.
- Q Heimdall JVC \$6/R2**
Developed by Core Design. Originally appeared on the Commodore Amiga. Isometric-view RPG using the Norse myths as its backdrop. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10).
- Q Hook Sony \$5/R2**
Based on the 1992 Steven Spielberg movie starring Robin Williams, Julia Roberts and Dustin Hoffman. A minor improvement on the Genesis cartridge version. One of the 22 original releases that were in flimsy cardboard boxes. Action/Platform/Scrolling Screen. Released 1992.
- Q Iron Helix Spectrum Holo \$6/R3 -**
Developed by Drew Pictures. Originally appeared on IBM/PC compatible computers. It's one of those early multimedia games that tries to create a rich environment but the technology (and some of the concepts) just weren't up to snuff. Action/3D Adventure. Released 1994. #T-124015.
- Q Jaguar XJ220 JVC \$25/R5**
Developed by Core Design. Originally appeared on the Commodore Amiga. One of the 22 original releases that were in flimsy cardboard boxes. Racing/Street Racing.
- Q Jeopardy! Sony \$4/R1**
Developed by Absolute. Superior to the Genesis version in that it clearly has more questions and categories - otherwise it's the same basic "enter your answer by highlighting letters on an onscreen keyboard" premise. Traditional/Game Show. Released 1994.
- Q Joe Montana's NFL Football Sega \$2/R1 -**
Similar in name only to the Genesis game, this one sports a scaling playfield that looks pretty chunky to us. We prefer the cartridge! Sports/Football. Released 1993. #T-4201.
- Q Jurassic Park Sega \$4/R1 -**
Developed by Archer Communications. Similar in name only to the Genesis game, this one is an adventure with very little action. We prefer the cartridge game! This game does not work on the Sega CDX unit. Puzzle/Point & Click. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 6 (out of 10). Released 1993. #4411.
- Q Keio Flying Squadron JVC \$60/R6 +**
a.k.a. Keio Yugekitai (Japan)
Developed by Success. Followed by a sequel on the Sega Saturn (Japan) titled appropriately "Keio Flying Squadron 2". Shooter/Horizontal Scrolling. EASTER EGGS: Check out the hidden "Super Catch" mini-game hidden in the code! To activate it, go to the title screen and press Left (x2), Right (x2), Down, Up, Down, Up. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). SANTULLI SLANT: If you can look past the cut scenes which seem to have been drawn and scripted for pedophiles and get right into the gameplay, you've got a stellar side-scrolling shooter to enjoy here. Keio contains some of the most colorful characters, from the tiny instantly killed cats to the gigantic juggernaut bosses. It always gets a chuckle out of me. The giant ship with the uncle Sam characters popping in and out of various portals is particularly funny. Then again, I find those hats that you put two beer cans in and drink from particularly funny too, so remember where this is coming from. [Gr: 8, So: 9, Ga: 8, Ov: 8] Released 1993. #T-60185-50.
- Q Kids on Site Digital Pictures \$5/R3 -**
Designed by Dena Maheras, Rick Levine, Noah Falstein. A "Sega Club" game. It's better than it sounds and that's no surprise with Rick "Microsurgeon" Levine on the programming team. This was one of five Digital Pictures games to be packaged in a blue flip open cardboard box of approximately the same dimensions as the large flip open jewel cases. Action/Full-Motion Video. Released 1994. #T-162015.
- Q Lawnmower Man, The Time Warner \$20/R6**
Developed by Sales Curve Interactive. Based on the movie starring Pierce Brosnan and Jeff Fahey. The game is actually a sequel to the Genesis and SNES game and was released on IBM/PC compatible computers as Lawnmower Man 2: Cyberwar. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10). Released 10/94.
- Q Lethal Enforcers Konami \$12/R3**
Based on the 1992 Konami coin-op. Originally packaged with the Konami "Justifier" gun in a way oversized box. Followed by a sequel, Shooter/Target Shooting "Gun Games". Konami Light Gun compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 5 (out of 10).
- Q Lethal Enforcers II: Gunfighters Konami \$8/R3**
a.k.a. Lethal Enforcers 2: The Western (Japan)
Based on the 1994 Konami coin-op. The sequel takes the game to the wild west and little else. Shooter/Target Shooting "Gun Games". Konami Light Gun compatible. EASTER EGGS: Did you know this game has a "blood mode" code? Sure does. Just go to the title screen and press A, C, B (x2), Up (x3), Left (x2), A, B, C (x2). PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 6 (out of 10). Released 1994. #T-95025.
- Q Links: The Challenge of Golf Virgin \$5/R2**
a.k.a. Links 3D Golf Simulation (Japan)
Developed by Access. This is the only golf game available on the Sega CD, a port of the popular PC series. Sports/Golf. Released 1994.
- Q LoadStar: The Legend of Rocket Science \$4/R1 -**
Tully Bodine
Designed by Ron Cobb. Features the acting talents of Ned Beatty and Barry Primus. Sort of a driving game on rails with an actual movie style background story. Action/Full-Motion Video. EASTER EGGS: We love hidden mini-games. LoadStar has a Pong-style game that you can get by pausing your game when Mort appears. While paused, press C, A, Left (x2), A, C, A, Left (x2), A. Pong! PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6,

and 6 (out of 10). Released 11/94. #T-153015.

- ❑ **Lords of Thunder** **Sega** **\$25/R6 +**
a.k.a. A-Rank Thunder, Winds of Thunder (Japan)
 Developed by Hudson Soft. The spiritual successor (but not technically the sequel) of Gate of Thunder, this game also appears on the TurboDuo. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 6, and 5.5 (out of 10). Released 1995. #4450.

- ❑ **Lunar 2: Eternal Blue** **Working Designs** **\$70/R4 +**
 Developed by Game Arts. This is the second Lunar game for the Sega CD, taking place over 1000 years after the events from the original. This game was released years later on both the Sega Saturn (Japan) and Sony PlayStation. Role-Playing/Turn-Based RPG. EASTER EGGS: Not everyone knows that after the game ends there is ANOTHER ending to see. After you finish the game, watch through the credits. The game will restart but now there's an "Epilogue" saved game file that you can access. Try it out and see the real final ending! PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 06/30/95. #T-127045.

- ❑ **Lunar: The Silver Star** **Working Designs** **\$40/R4 +**
a.k.a. Lunar: Silver Star Story
 Developed by Game Arts. This game was released years later on both the Sega Saturn (Japan) and Sony PlayStation. There are 7 label variations on this title, 6 of which are completely different artwork. The 7th is a variation where the picture is not extended all the way to the hole in the center of the disc like the others are. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and 7 (out of 10). Released 1993. #T-127015.

- ❑ **Mad Dog II: The Lost Gold** **Amer Lasergames** **\$15/R5**
 Based on the 1992 American Laser Games coin-op. Original game designed by Pierre Maloka. Like many of the American Lasergames titles, Mad Dog II is best played by one player and two guns. John Woo style! A visually enhanced version can be found on 3DO. Action/Full-Motion Video. Sega and American Videogames Light Gun compatible. Released 1994.

- ❑ **Mad Dog McCree** **Amer Lasergames** **\$5/R2**
 Based on the 1990 American Laser Games coin-op. It's you and your gun against the old west. A visually enhanced version can be found on 3DO. Followed by a sequel. Action/Full-Motion Video. Sega and American Videogames Light Gun compatible. Released 1993.

- ❑ **Make My Video: INXS** **DigitalPictures** **\$3/R1 -**
 One of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video. LANDMARK: This was a launch title in the U.S. EASTER EGGS: There is a hidden video about the making of this series. To see it, press A, B, C, Right at the "U-Direct" menu to display a behind-the-scenes FMV sequence. Now if you press Start during this sequence you'll get another hidden movie called "The Annals of Digital Pictures". SANTULLI SLANT: More of a digital toy than a game, the "Make My Video" series (along with Power Factory) are among the bane of Sega CD collectors. In the day, just one of these games just one time through would have been enough, but expecting to play them over and over - and buy other musicians on completely different packages... no way that was going to work. [Gr: 6, So: 8, Ga: 2, Ov: 3] Released 10/15/92.

- ❑ **Make My Video: Kris Kross** **Sony** **\$3/R1 -**
 One of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video. EASTER EGGS: See the INXS Easter Egg. SANTULLI SLANT: I'm the miggidy miggidy miggidy miggidy mac daddy. I'm the diggidy diggidy diggidy daddy mac.

Need I say more? [Gr: 7, So: 8, Ga: 2, Ov: 3] Released 1992. #T-6202.

- ❑ **Make My Video: Marky Mark and the Funky Bunch** **DigitalPictures** **\$3/R1 -**
 Marky Mark is the actor currently known as Mark Wahlberg. Yeah, he used to be a musician and even scarier, he used to be one of the New Kids On the Block. One of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video. LANDMARK: This was a launch title in the U.S. EASTER EGGS: There is a hidden video about the making of this series. To see it, press A, B, C, Right at the "U-Direct" menu to display a behind-the-scenes FMV sequence. Now if you press Start during this sequence you'll get another hidden movie called "The Annals of Digital Pictures". Released 10/15/92. #4901.

- ❑ **Mansion of Hidden Souls, The Vic Tokai** **\$12/R3**
a.k.a. Shinsetsu Yumeni Yataka no Mongatari (Japan), Yumeni Mystery Mansion (Europ)
 Similar in some ways to the classic game D, you wander around a spooky mansion gathering clues. Re-released on the Sega Saturn. Action/3D Adventure. Mouse compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and 6 (out of 10). Released 1994. #T-23015.

- ❑ **Marko's Magical Football** **Good Deal Games** **\$25/R1**
 Developed by Domark. Originally released on Mega CD in Europe only, though the cartridge version of Marko is also available on Genesis. Unearthed in the 21st century and released at the same time as Battle Frenzy by Good Deal Games. Released 2003.

- ❑ **Marley's Shelly's Frankenstein/Bram Stoker's Dracula** **Sony** **\$10/R3**
 Both games are based on Hollywood films, Frankenstein is based on the 1994 movie starring Anthony Hopkins, Helena Bonham Carter, and Robert de Niro. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave Frankenstein a 7, 6, 5, and 5 (out of 10). Released 1994.

- ❑ **Masked Rider, The: Kamen Rider Zo** **Sega** **\$12/R3**
a.k.a. Kamen Rider Zo
 Developed by Toei Video. Based on the Japanese TV series Kamen Rider Zo and clearly of Japanese descent, the character designs (including the primary good guy as half-man/half-insect "Zo") look like they're right out of Mighty Morphin' Power Rangers. Action/Full-Motion Video. Released 11/94. #4444.

- ❑ **MegaRace** **SW Toolworks** **\$5/R2**
 Also released on PC, the controls of this futuristic shooter/racer are really loose and unforgiving. Imagine Wipeout without the airtime. Racing/Combat/Demolition. Released 1994.

- ❑ **Mickey Mania: Timeless Adventures of Mickey Mouse** **Sony** **\$12/R3 +**
 Developed by Traveller's Tales. Minor upgrade to the Genesis cartridge with better music and one additional level. Still, it's one of the best best Mickey Mouse titles if not one of the best platform games ever. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and 7 (out of 10). Released 1994. #T-93265.

- ❑ **Microcosm** **Psygnosis** **\$4/R1**
 Shooter/Third-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and 5 (out of 10). SANTULLI SLANT: Your tiny ship speeds down the corridors of a human bloodstream attacked by things that I thought only existed in MY bloodstream. Great music but unimpressive FMV experience overall. [Gr: 7, So: 8, Ga: 5, Ov: 5] Released 1993.

- Midnight Raiders** **Sega** **\$5/R2**
Developed by Stargate Films. It's your basic target shooting game, much like Tomcat Alley but on the ground. Action/Full-Motion Video. Released 1994. #4439.
- Mighty Morphin' Power Rangers** **Sega** **\$6/R2 -**
Developed by Saban Entertainment. This game is completely different than the two Power Rangers games released for the Genesis. Action/Full-Motion Video. EASTER EGGS: So you really only want to see the videos, so as to catch the Pink Power Ranger in action? Alrighty then. Go to the title screen and press A, B (x2), A, C, A, B (x2), A. Amy Jo Johnson would be proud. PERIODICALS: Electronic Gaming Monthly gave this game a 4, 4, 4, and 4 (out of 10). SANTULLI SLANT: Here is a game that I like to call "Street Fighter Meets Dragon's Lair on the Other Side of the Screen Door". The results, as you might imagine, are not pretty. [Gr: 3, So: 5, Ga: 4, Ov: 4] Released 1994. #4442.
- Mortal Kombat** **Arena** **\$4/R1**
a.k.a. Mortal Kombat Complete (Japan)
Developed by Midway. Based on the 1992 Midway coin-op. Depending on who you ask, the Sega CD version of Mortal Kombat is either the best 16-bit version of the game or the worst. On the plus side, it has great music and promotional video. On the minus side, there are load times, including an unforgivable one when Shang Tsung is on-screen DURING the battle. Arena was a division of Acclaim Entertainment throughout most of the 90's. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and 5 (out of 10). Released 05/94. #T-81025.
- NBA Jam** **Acclaim** **\$4/R1**
Developed by Iguana. Based on the 1993 Midway coin-op. Original arcade game designed by Steve "Snake" Palmer and Mark Turmell. A minor change from the Genesis version, the most notable of which are load times. Stick with the cartridge version if you have a choice. Sports/Basketball. Multiplayer adapter compatible. Released 1994. #T-81035.
- NFL Football Trivia Challenge** **Philips** **\$6/R3**
Developed by CapDisc. Originally developed for the Philips CD-i. Puzzle/Trivia/Quiz. SANTULLI SLANT: The only real problem with trivia games that are ten years old - particularly sports-themed ones - is that the answers tend to change over time. If you get the "who has the most yards in NFL history question", you'd better think back to 1994! This is otherwise a solid title and good use of FMV. [Gr: 6, So: 4, Ga: 7, Ov: 6] Released 1994.
- NFL's Greatest: San Francisco vs. Dallas 1978-1993** **Sega** **\$4/R2 -**
Basically a strategy game where you choose the play, then watch as NFL players execute. Dullsville. Action/Full-Motion Video. Released 1993. #4202.
- NHL '94** **Electronic Arts** **\$2/R1 +**
Developed by High Score Productions. Our pick for "best 16-bit hockey game ever", includes real teams and rosters, authentic crowd noise and organ themes, stat tracking and bone-crunching gameplay. Sports/Hockey. Multiplayer adapter compatible. Released 1993. #T-50015.
- Night Trap (original)** **DigitalPictures** **\$30/R4**
Features the acting talents of "Diff'rent Strokes" actress Dana Plato. Produced by Tom Zito. The original version comes in the old style cardboard box and has an animated woman screaming on the cover. This game was "banned" but later turned up in the re-released version. The game is legendary as one of those government targets that ultimately led to ESRB ratings for video games, but quite frankly it's a poor game whose novelty and shock value wore off many years ago. One of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video. LANDMARK: This was a launch title in the U.S. Night Trap was originally developed by Axlon (Nolan Bushnell's company after Atari) for a system called "ControlVision". Some scenes from the planning sessions of the game appear in hidden video on the Sega CD version. EASTER EGGS: This game has a hidden video of an early demo session for Hasbro executives that took place in 1986! After the end credits roll, while the tribute to Stephen Hasselfield appears on the screen, press Up, then A (x5). Larry Bernstein (then with Milton Bradley) is playing a game called "Scene of the Crime", a prototype of Night Trap. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 5, and 5 (out of 10). Released 10/15/92.
- Night Trap (re-release)** **DigitalPictures** **\$20/R6**
The re-release was one of five Digital Pictures games to be packaged in a blue flip open cardboard box of approximately the same dimensions as the large flip open jewel cases. A visually enhanced version can be found on 32X. Action/Full-Motion Video.
- Novastorm** **Psychosis** **\$12/R4**
Re-released years later, astonishingly, for the Sony PlayStation. It may also interest you to know that this is clearly the predecessor of Psychosis' Wipeout series. Racing/Combat/Demolition. Released 1994.
- Panic!** **Data East** **\$10/R4**
a.k.a. Switch (Japan)
Puzzle/Logic. Mouse compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1994.
- Pitfall: The Mayan Adventure** **Activision** **\$5/R2**
Minor upgrade to the Genesis cartridge. Action/Platform/Hack & Slash. EASTER EGGS: Where's the original Pitfall game? It's in there. Start at the title screen and press Down. A (x26). Down to access the glorious Atari 2600 original. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 7 (out of 10). Released 12/94.
- Popful Mail** **Working Designs** **\$45/R4 +**
Developed by Falcom. Engaging game that succeeds in a very difficult genre: the 2D action/platform RPG. Excellent writing and challenge overall, if not a bit too short. Role-Playing/Side View Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). Released 1995.
- Power Factory featuring C&C Music Factory** **Sony** **\$3/R1 -**
Developed by Digital Pictures. Was this some cunning trick to deceive the "haters" of the Make My Video series? Perhaps, but Power Factory was actually the first of the series to be produced. In fact, there is missing box art somewhere for the cardboard version of this game that never was. Action/Full-Motion Video. EASTER EGGS: There is a hidden video about the making of this series. To see it, press A, B, C, Right at the "U-Direct" menu to display a behind-the-scenes FMV sequence. Now if you press Start during this sequence you'll get another hidden movie called "The Annals of Digital Pictures". PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 3 (out of 10). Released 1992. #T-93035.
- Power Monger** **Electronic Arts** **\$10/R3**
Developed by Bullfrog. Minor upgrade to the Genesis cartridge. Simulation/Resource Management. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and 6 (out of 10). Released 1994.
- Prince of Persia** **Sega** **\$5/R2**

Developed by Broderbund. Originally appeared on the Apple II circa 1989. Minor upgrade to the Genesis cart - this is one where we prefer the cart over the CD in fact (the cut scenes in this one are notoriously bad). One of the 22 original releases that were in flimsy cardboard boxes. Action/2D Adventure. LANDMARK: The original Prince of Persia was the first videogame to use rotoscoped animation but more incredibly the first to feature a "health bar". Released 1992. #4652.

□ Prize Fighter **Sega** **\$3/R1 -**

Designed by Steve DeFrisco. Developed by Digital Pictures. Produced by Tom Zito. A boxing game using full-motion video? That doesn't sound like a good idea. This game was packaged with the JVC X'Eye in a paper CD sleeve but was also produced in the full size plastic jewel case. Action/Full-Motion Video. EASTER EGGS: Huzzah for hidden video! To see it, start on the "options" menu and hold A + B + C + Right (in that order). When the video starts, let go of the buttons. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and 5 (out of 10). Released 1993. #4206.

□ Puggsy **Psygnosis** **\$5/R2**

Developed by Hammerhead Studios. Another unnecessary port of a Genesis game. Stick with the cartridge version. Released 1993.

□ Racing Aces **Sega** **\$4/R1 -**

Developed by Hammond and Leyland. Various aircraft in various 3D airborne missions. Really choppy stuff. Racing/Miscellaneous. RACING. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and 4 (out of 10). Released 1993. #4607.

□ Radical Rex **Activision** **\$15/R6**

Developed by Beam Software. This game does not work on the Sega CDX unit which is just fine, stick with the Genesis cartridge instead. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 5 (out of 10). Released 11/94.

□ RDF Global Conflict **Absolute** **\$6/R2**

RDF stands for "Rapid Deployment Force". It's a tank-based combat game similar to Super BattleTank on the Genesis. Simulation/Land Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and 4 (out of 10). Flux magazine gave this game a B. Released 11/94.

□ Revenge of the Ninja **Renovation** **\$12/R3**

Developed by Wolf Team. Based on the 1984 Taito "Ninja Hayate" coin-op. You're not likely to find a more obscure arcade port. The coin-op never even made it to the US. Action/Full-Motion Video (Animated). EASTER EGGS: You've come to expect an option where you can just watch all of the animated sequence, right? Start at the "start game" screen and press Right, Left, Up, Down, Right, Left, Up. You'll see "test mode" appear. Enter it to see all of the scenes. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and 5 (out of 10). Released 1994.

□ Revengers of Vengeance **Extreme** **\$10/R4**
a.k.a. Battle Fantasy (Japan)

Developed by Micronet. Standard one-on-one fighting fare. Fighting/Tournament Style. EASTER EGGS: Plug in a 6-button controller and prepare for some cool stuff. Start at the title screen and hold A + Y + Z to display the cheat code entry. Then enter AZY (press A or C on the "end" option to activate) to open up a mini-game called "Black Ball Assault" (it's like Pong). If you're just looking to get through the regular game, enter "MTK" instead and you'll be invincible. Released 1994.

□ Rise of the Dragon **Dynamix** **\$6/R2**

Developed by Sierra. Clearly inspired by the movie Blade Runner. This game was packaged with the Sega CD model 2. One of the 22 original releases that were in flimsy cardboard boxes but was manufactured that way for a very short time. Dynamix was a division of Sierra On-Line. Puzzle/Point & Click. PERIODICALS:

Electronic Gaming Monthly gave this game a 8, 8, 8, and 7 (out of 10). #T-110035.

□ Road Avenger **Renovation** **\$15/R4 +**
a.k.a. FX Blaster (Japan)

Developed by Wolf Team. Interestingly enough, this game was also produced for the Pioneer LaserActive system under the title "Road Prosecutor". An animated Dragon's Lair-style adventure where you spend the entire game behind the wheel of a fast sports car. Plenty of excitement awaits, and it's a fairly long game compared to others of the era. Road Prosecutor has cleaner graphics and better transitions between scenes. One of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video (Animated). EASTER EGGS: To watch the game run through in demo mode, select "options", then highlight "players" and press A (x5). B. You'll hear an audio confirmation if you did it right. Start the game and put the controller away. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and 6 (out of 10). #T-6207.

□ Road Rash **Electronic Arts** **\$12/R5**

Developed by Monkey Do Productions. This is a nice addition to the series because it is NOT the same as any of the cartridge games. It is, however, similar to the 3DO release of Road Rash. Racing/Combat/Demolition. EASTER EGGS: Here's a hidden cheat menu for ya: Go to the "options" screen and press A + B + C. Left, Right, Up. Start. PERIODICALS: Flux magazine gave this game a B. Released 03/95.

□ Robo Aleste **Tengen** **\$12/R3**

Developed by Compile. Similar to, and produced by the same team as the Genesis game M.U.S.H.A. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and 7 (out of 10). Released 1993.

□ Samurai Shodown **JVC** **\$20/R5**

a.k.a. Samurai Spirits (Japan)
Developed by SNK. Based on the 1993 SNK coin-op. Slight improvement on the Genesis cartridge version, both are excellent ports of the arcade game. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, 7, and 6.5 (out of 10). #T-60175.

□ Secret of Monkey Island **JVC** **\$15/R4**

Developed by LucasArts. Originally appeared on IBM/PC compatible computers. One of the 22 original releases that were in flimsy cardboard boxes. Puzzle/Point & Click. Released 1993. #T-60035.

□ Sega Classics 4-in-1 **Sega** **\$5/R2 +**

Nice compilation of Sega titles including Columns, Golden Axe, Revenge of Shinobi, and Streets of Rage. Some of the music has been improved and runs off of the CD (red book standard). Packaged with the original Sega CD system. Sherlock Holmes Consulting Detective is technically part of this package, since the game is the other disc in a two-disc set. Miscellaneous/Compilation. LANDMARK: This was a launch title in the US. Released 10/15/92.

□ Sega Classics 5-in-1 **Sega** **\$5/R2 +**

Same deal as the 4-in-1 compilation with the addition of Super Monaco GP. This game was at one time a pack-in game with the Sega CDX console. Ecco the Dolphin is technically part of this package, since the game is the other disc in a two-disc set. Miscellaneous/Compilation.

□ Sewer Shark **Sony** **\$3/R1**

Developed by Digital Pictures. Guide your ship through radioactive underground mazes, traveling at breakneck speeds and guided by a demented organization and a talking vacuum cleaner. Though your goal is to collect as much "tube steak" (dead bats and rats, essentially), there's a running sub-plot where your efforts could ultimately overthrow the oppressive bad guys just to keep the

game from getting out of touch with reality. </sarcasm> Though it's considered by FMV critics to be the prime example of why FMV failed, take *Sewer Shark* for what it is: a quirky shooter with plenty of "B" movie attitude. This game was a pack-in game with the Sega CD model 2 console until 1993 when it was replaced by *Tomcat Alley*. It's also one of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video. LANDMARK: This was a launch title in the US. PERIODICALS: *Electronic Gaming Monthly* gave this game a 9, 7, 6, and 6 (out of 10). Released 10/15/92. #6201.

- ☐ **Shadow of the Beast II** **Psygnosis** **\$8/R3**
Upgrade of the Genesis cartridge version, which means the game's incredible soundtrack has returned. It's an outrageously difficult platformer, though, you've been warned. Action/Platform/Hack & Slash. PERIODICALS: *Electronic Gaming Monthly* gave this game a 8, 7, 7, and 6 (out of 10).

- ☐ **Sherlock Holmes: Consulting Detective** **Sega** **\$4/R1**
Developed by ICOM Simulations. Great use of full-motion video: you point & click your way through clues and actions, and the results transpire in the video window. Packaged with the original Sega CD system. *Sega Classics 4-in-1* is technically part of this package, since the game is the other disc in a two-disc set. Many years later, the game was re-released for DVD players and featured much better visuals. Action/Full-Motion Video. LANDMARK: This was a launch title in the US. Released 10/15/92.

- ☐ **Sherlock Holmes: Consulting Detective Vol II** **Sega** **\$5/R2**
Developed by ICOM Simulations. It's the same engine as the original *Sherlock Holmes* but with three new crimes to solve. One of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video. #4653.

- ☐ **Shining Force CD** **Sega** **\$50/R3 +**
Designed by Haruki Kōdera, Kenji Numaya, Yutaka Yamamoto. This is our favorite of the *Shining Force* series, incorporating much of the past cartridge versions and adding lots of new spells and levels. Role-Playing/Turn-Based/Battle-Centric. Mouse compatible. EASTER EGGS: You can rename all of your characters! After you've named your main character, highlight the "end" option and press Start + A. Now ALL of the game characters may be renamed. See how many foul words you can use, or name them all after people you really know. Released 11/06/94.

- ☐ **Silpheed** **Sega** **\$4/R1**
Designed by Kenichi Hamada. Developed by Game Arts. At the time, this was considered an innovative shooter in that the backgrounds are all full-motion video while the foreground gameplay is standard sprites. The only trouble with this is that the gameplay itself isn't very deep and won't please most SHMUP fans. Many years after the Sega CD release, a sequel to this title appeared on Sony PlayStation 2. Shooter/Vertical Scrolling. EASTER EGGS: Have a little fun with this debug mode. During the opening sequence, grab controller 2 and press Left, A, B, Up, Down, Up (x2), Left, Right, C, Right, Down, B to activate this hidden menu. PERIODICALS: *Electronic Gaming Monthly* gave this game a 9, 7, 7, and 7 (out of 10). Released 1993. #4423.

- ☐ **Slam City with Scottie Pippen Digital Pictures** **\$4/R1 -**
Designed by Steve DeFrisco. Produced by Tom Zito. In case you've been under a rock for the past ten years, Pippen was part of the Chicago Bulls dynasty years, one of basketball's greats. This game is an attempt at applying full-motion video to the sport of basketball, specifically, one-on-one basketball. This was one of five Digital Pictures games to be packaged in a blue flip open cardboard box of approximately the same dimensions as the large flip open jewel cases. A visually enhanced version can be found on 32X. Action/Full-Motion Video. PERIODICALS: *Electronic Gaming Monthly*

gave this game a 7 and 7 (out of 10). Released 11/94. #T-162035.

- ☐ **Snatcher** **Konami** **\$80/R5 +**
Designed by Hideo Kojima, Masahiko Saito, Yoshinori Sasaki. Though the game is at its core an interactive point & click adventure, there are a few scenes where you point and click your light gun! Notorious for its excessive (for its time) violence and great story. Also appeared on PC Engine Duo, Saturn, and PlayStation, but this is the only one in English. Puzzle/Point & Click. Konami Light Gun compatible. EASTER EGGS: Hey, who hid all the cool "adult" stuff? Allow us to help you correct that situation. Select the "Load ID File" option on the Jordan computer. Enter "KONAMI" at the "enter name" prompt. The stuff that was taken out for the US localization will now be put back. PERIODICALS: *Electronic Gaming Monthly* gave this game a 9, 9, 8, and 7 (out of 10), and named it among "The 100 Best Videogames of All Time" in 1997. #T-95035.

- ☐ **Software Toolworks' Star Wars Chess, The** **SW Toolworks** **\$20/R4 -**
Developed by Mindscape. Similar in concept to "Battle Chess", where the pieces (now each representing popular Star Wars characters) perform an animation when you take an opposing piece. Traditional/Board Game. Released 1993.

- ☐ **Sol-Feace** **Wolf Team** **\$3/R1**
Designed by S Horishita, J Takahashi. This was a pack-in with the original Sega CD system. Strangely, it's been re-named (originally titled *Sol-Deace*) from its Genesis predecessor. Shooter/Horizontal Scrolling. LANDMARK: This was a launch title in the US. EASTER EGGS: Brothers and sisters, let us cheat. Start at the title screen and when "push start button" appears, press A, B, C, A, B, C, B, C, B, A. You'll hear an audio confirmation if you did it right. Now enter the configuration menu to access any level, or highlight "options" and hold A, then press Right (x12). You'll see the word "Mutek" if you did it right. Hold A until you leave the config menu and you'll be untouchable during the game. Released 10/15/92.

- ☐ **Sonic CD** **Sega** **\$10/R2 +**
Designed by Hiroaki Chino, Kenichi Ono, Yuichiro Yokoyama, Takao Miyoshi. Developed by Sonic Team. If you have a choice between this and the Japanese version of the game, go with the import here. The US version has the castle level (2) removed entirely. You may also notice that the intro and music has been changed for a US audience. This game was at one time a pack-in game with the Sega CD console and the Sega CDX. The Sega CDX version is in a red jewel-sized cardboard case. Action/Platform/Scrolling Screen. PERIODICALS: *Electronic Gaming Monthly* gave this game a 9, 9, 8, and 8 (out of 10). Released 11/19/93. #4407.

- ☐ **Soul Star** **Time Warner** **\$5/R2**
Developed by Core Design. Simulation/Space Combat. Released 1994. #T-115035.

- ☐ **Space Ace** **ReadySoft** **\$5/R2**
Based on the 1984 Cinematronics coin-op. Designed by the same team that brought us *Dragon's Lair*, here is *Dragon's Lair* set in the future, with a gun instead of a sword, and with the ability to transform puny Dexter into powerful Ace. The long-standing issue between fans of these games is "Who is hotter, Kimmy from *Space Ace* or Daphne from *Dragon's Lair*?" Send us your vote. It's very important. From Don Bluth studios, *Space Ace* is the spiritual successor to the coin-op hit *Dragon's Lair* (though it was followed by a true sequel later). Action/Full-Motion Video (Animated). EASTER EGGS: Fairly common to the ReadySoft laserdisc conversions is the ability to watch the entire set of animations, and this version is no different. To do it, pause a game in progress and press Right (x2), Left (x2), Down (x2), Up (x2), Start. The sequence begins the next time you die. Released 1993.

- ☐ **Space Adventure, The** **Hudson** **\$50/R6**

An interactive graphic space novel based on the Japanese anime "Cobra" by Bulchi Terasawa. Also released on PC Engine Duo. Puzzle/Point & Click.

- ☐ **Star Strike** **Good Deal Games** **\$30/R1**
Developed by Stargate Films. Produced nearly ten years after the Sega CD debuted in the US. Packaged in a standard CD jewel case. Action/Full-Motion Video. Released 12/12/00.
- ☐ **Star Wars: Rebel Assault** **JVC** **\$5/R2 -**
Designed by Vince Lee. Developed by LucasArts. A hodgepodge of shooting and flying missions based on the Star Wars universe yet departing from the movie's storyline. Originally appeared on IBM/PC compatible computers. Shooter/First-Person Vehicle Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). #T-60075.
- ☐ **Starblade** **Namco** **\$12/R3**
Based on the 1991 Namco coin-op. Polygon-based space shooter on rails. Shooter/First-Person Vehicle Shooter.
- ☐ **Stellar Fire** **Dynamix** **\$3/R1**
Developed by Sierra. Fight tank-like battles across barren alien terrain. Listen carefully and you'll notice that the game is narrated by Star Trek: The Next Generation's Michael Dorn (aka "Worf"). Dynamix was a division of Sierra On-Line. Simulation/Land Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 4, and 4 (out of 10). Released 1993. #T-110025.
- ☐ **Supreme Warrior** **DigitalPictures** **\$4/R1 -**
a.k.a. Dai Bing, Ying Heung: The Supreme Warrior
Produced by Tom Zito. Full-motion martial arts game. That doesn't sound like a good idea, does it? This was one of five Digital Pictures games to be packaged in a blue flip open cardboard box of approximately the same dimensions as the large flip open jewel cases. A visually enhanced version can be found on 32X. Action/Full-Motion Video. Released 11/94.
- ☐ **Surgical Strike** **Sega** **\$5/R2**
Developed by Stargate Films. Quite a lot like Tomcat Alley and Midnight Raiders - competent FMV action games that rely primarily on timing. The manual offers an upgrade to the 32X version which, sadly (?), never came to be. Action/Full-Motion Video. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 4.5, 4.5, and 4.5 (out of 10). Released 1995. #4435.
- ☐ **Terminator, The** **Virgin** **\$4/R1**
Developed by Probe. Major upgrade to the Genesis title, featuring a CD soundtrack scored by Tommy Tallarico and ten new levels. This game does not work on the Sega CDX unit. Action/Platform/Shooter. EASTER EGGS: It's a kinda long path to get to the invincibility option, but worth it because this is a tough game. First need to activate the debug mode by holding Right and press B, C, B (x2) while at the main menu. Release Right and press A and the menu will appear. Next, activate the level select cheat by highlighting "run game" on the menu, hold Left, and press B, C, B, C. Release Left and press A to display the level selection menu. OK? One more step. While on the level select menu, hold B and press Left. Right (x2), Left. Finally! You're untouchable. Released 1994.
- ☐ **Third World War** **Extreme** **\$25/R4**
Developed by Micronet. Fair RTS game with a much juicier backstory: the Japanese version of the game features cover art where then-president Bill Clinton and then-dictator Saddam Hussein were shaking hands. Simulation/Real-Time Strategy. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10). Released 1994. #T-22025.
- ☐ **Time Gal** **Renovation** **\$25/R5**

Developed by Taito. Based on the 1985 Taito coin-op. Yet another Dragon's Lair-influenced title, with a female in the lead role, traveling across time, space, and dimension. You might even want to add Time Gal to the Kimberly and Daphne ballot that you need to send in. Another Dragon's Lair wannabe that plays fairly well and has decent animation (clearly of the Japanese persuasion). It's also extremely short. One of the 22 original releases that were in flimsy cardboard boxes. Action/Full-Motion Video (Animated). PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and 6 (out of 10). Released 1993. #T-6214.

- ☐ **Tomcat Alley** **Sega** **\$4/R1**
Developed by Stargate Films. This game became the pack-in game with the Sega CD console in 1993 for Sega's 2nd version of the Sega CD. It's your basic target shooting game, much like Midnight Raiders but in the air. Action/Full-Motion Video. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and 5 (out of 10).
- ☐ **Trivial Pursuit** **Parker Bros** **\$8/R3 -**
Developed by Virgin. Based on the board game. Puzzle/Trivia/Quiz. SANTULLI SLANT: Here's some trivia for you. What popular board game is far better as a board game than as a video game? Ah damn, I kinda gave you the answer, didn't I. Look, just save yourself some time... lots and lots of load time, in fact, and drag the board game out. [Gr: 3, So: 3, G: 3, Ov: 3] Released 1995.
- ☐ **Ultraverse Prime / Microcosm** **Sony** **\$8/R3 +**
Developed by Malibu. Ultraverse Prime is based on the Prime comic by Malibu Graphics and features Double Dragon-like gameplay with its cartoon character. See the standalone listing for details on Microcosm. Fighting/Side-Scrolling.
- ☐ **Vay** **Working Designs** **\$30/R4**
Developed by Sims Co LTD. Considered by many to be Working Designs' worst RPG. In the early 90's Working Designs was to RPG's what SquareEnix is to us today. A complete Vay also includes a poster-sized map. Be sure you've got that. Role-Playing/Third-Person Real-Time. EASTER EGGS: Did they accidentally leave out the "save anywhere" feature? You can re-activate it by highlighting "status" from the main menu, hold Start + Down/Left, then quickly pressing A when the cursor jumps to the previously unavailable "save" option. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and 4 (out of 10). Released 07/94. #T-127025.
- ☐ **Wheel of Fortune** **Sony** **\$4/R1**
Developed by GameTek. Based on the TV game show and containing over 6000 questions AND Vanna White. Traditional/Game Show. Released 1994.
- ☐ **Who Shot Johnny Rock?** **Amer Lasergames** **\$4/R1**
Based on the 1991 American Laser Games coin-op. Original game designed by Nat Brown, Li Tan, and Tom Desmarais. This game does not work on the Sega CDX unit. A visually enhanced version can be found on 3DO. Action/Full-Motion Video. Sega and American Videogames Light Gun compatible. SANTULLI SLANT: I will never learn who shot Johnny Rock because even if I could get through the horrible action, I'm not skilled enough to get through the game. Even with two guns. [Gr: 7, So: 6, Ov: 5, Ga: 5] Released 1993. #T-111045.
- ☐ **Wild Woody** **Sega** **\$15/R4**
Designed by Doug Lanford. SegaCD.org reports that there is a second "special version" of this game that was handed out in limited numbers by original game creator and programmer Doug Lanford. In addition to fixing the "underwater bug" in Pirate Act 1, it adds two more functions to the game's hidden debug mode - Health and Gimme-a-Sketch. They also report that this special version was

distributed on Sega developer CD-ROMs and estimate that there are only a dozen or so in existence. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 6, and 4 (out of 10). Released 1995.

- ☐ **Wing Commander** **Electronic Arts** **\$5/R2**
Developed by Origin. Good port of the space drama/combat sim, originally released for IBM/PC compatible computers. Simulation/Space Combat. #T-50045.
 - ☐ **Wirehead** **Sega** **\$5/R2**
Developed by Code Monkeys. Rumors that this game exists on 32X are of course false, but don't despair. This is probably the worst FMV game ever made, we didn't need another version of it about. Action/Full-Motion Video. Released 10/95.
 - ☐ **Wolfchild** **JVC** **\$5/R2**
Developed by Core Design. Minor upgrade to the Genesis cartridge version. One of the 22 original releases that were in flimsy cardboard boxes. Action/Platform/Hack & Slash. Released 1992. #T-6403.
 - ☐ **Wonder Dog** **JVC** **\$5/R2**
Originally released for the Commodore Amiga. One of the 22 original releases that were in flimsy cardboard boxes. Action/Platform/Scrolling Screen. Released 1992. #PN-6402.
 - ☐ **World Cup USA '94** **US Gold** **\$2/R1**
Minor upgrade to the Genesis version, lots of extra fluff like stadium fly-by's and rock and roll music. Sports/Soccer. Multiplayer adapter compatible. BOX DESCRIPTION: "Featuring two CD music tracks by Scorpions! Special World Cup versions of 'No Pain No Gain' and 'Under the Same Sun.'" Released 1994.
 - ☐ **WWF Rage in the Cage** **Arena** **\$5/R2**
Developed by LJN. The only wrestling game on Sega CD. Arena was a division of Acclaim Entertainment through most of the 90's. Fighting/Wrestling. LANDMARK: This is the first wrestling game in CD-ROM format. Released 1994. #T-81015.
- Total # of items in this section: **149**

HARDWARE AND PERIPHERALS

- ☐ **Console, CDX** **Sega** **\$70/R5**
This system was released after the second version of the Sega CD and Genesis, and is an "all in one unit" that plays both Genesis cartridges and Sega CD's. The CD has a manual flip-top tray. The system originally sold for \$399 and was packaged with Sonic CD, Ecco the Dolphin and Sega Classics 5-in-1. Released 07/94.
- ☐ **Console, Sega CD** **Sega** **\$35/R3**
The original Sega CD unit essentially provides a base for the Genesis console. The CD has an automatic sliding tray. The system initially sold for \$299 and was packaged with Sol-Feace, Sherlock Holmes Consulting Detective, Sega Classics 4-in-1, and Hot Hits/Rock Paintings. Released 11/92.
- ☐ **Console, Sega CD II** **Sega** **\$30/R2**
The second version of the Sega CD sits side by side with the Genesis console and was meant to tag along with the model 2 Genesis. The CD has a manual flip-top tray. The system was packaged with Sewer Shark (and later Tomcat Alley). Released 1994.
- ☐ **Console, WonderMega** **JVC** **\$90/R4**
Ah, consolidation. This unit plays both Sega Mega Drive and Mega CD's, and has a built-in Karaoke function. Originally packaged with

the game WonderMega Collection.

- ☐ **Console, X'Eye** **JVC** **\$90/R4**
Ah, consolidation. This unit plays both Sega Genesis and Sega CD's, and has a built-in Karaoke function. Originally packaged with the game Prize Fighter.
- Total # of items in this section: **5**

DEMOS, SAMPLERS, & NON GAMES

- ☐ **Animals! San Diego Zoo Presents: The** **SW Toolworks** **\$5/R5**
Developed by Arrowitz Studios. Released 04/94. #T-87015.
 - ☐ **Colors of Modern Rock** **Sega** **\$10/R5**
a.k.a. Virtual VCR
Developed by Digital Pictures. You had to mail away for this one, a CD with a few music videos on it featuring various generic 90's rock bands. And here's the hit list comin' at ya: Too Much Joy "Donna Everywhere", T-Ride "Back Door Romeo", The Belltower "Outshine the Sun", Xra Large "Hooker", Mr. Big "To Be With You", Dramarama "Haven't Got a Clue". Released 1993. #WCM-9302.
 - ☐ **Compton's Interactive Encyclopedia** **Compton** **\$5/R2**
This game was packaged with the JVC X'Eye in a paper CD sleeve but was also produced in the full size plastic jewel case. Released 1994. #T-118025.
 - ☐ **Dragon's Lair Demo CD** **ReadySoft** **\$10/R4**
Contains a looping demo and one playable scene (The Black Knight).
 - ☐ **Hot Hits / Rock Paintings** **Sega** **\$1/R1**
A double CD sampler that was packed-in with the Sega CD. Hot Hits is a music CD and Rock Paintings is a CD+G CD. LANDMARK: This was a launch title in the US. Released 10/15/92.
 - ☐ **My Paint: The Animated Paint Program** **Saddleback** **\$6/R4**
Developed by Bridgestone Multimedia. Also released on a number of PC platforms. Educational/Art. Mouse compatible. Released 1994.
- Total # of items in this section: **6**
- Total # of items in all: **160**

HISTORICAL NOTES

Launched in the USA 1992. Original retail price: \$299.99.

TECHNICAL NOTES

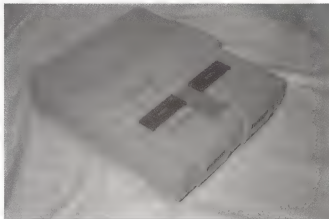
Processor: Motorola 68000 (16-bit)
Processor Speed: 12.5 MHz (runs parallel with Genesis CPU)
Memory: 750K RAM
Colors: 256 max on-screen
Max sprites: 128
Game Media: Compact Disc
CD transfer rate: 150 kbytes/sec (single speed)
CD-ROM data cache memory: 128K
CD size: 500meg capacity

The Sega CD and Mega-CD use a regional lockout chip, though converters (like Date's CD-X cartridge) are available to bypass this.



When going back in time, to the heyday of the NES, one notable event on the horizon comes to mind. The launch of the SNES. For me, this continued the still-going tradition of getting a Nintendo system for my birthday (whether it was an early or late present), the whole process which began with the black & white Game Boy.

It was September 1991, and, being still in grammar school, my best friend Sean and I read every magazine we could, and wow, we were psyched. Even with several hands-on outings with the Genesis at a friend's house, we still couldn't wait - the anticipation you could only have as a young kid whose life revolved around games. Luckily, our birthdays were 10 days apart, so we both told our parents what we wanted, and waited to see what games we could get our grubby mitts on. School started, and we knew what was coming. The day came, my birthday first. We picked up the SNES by itself, with **Super Mario World** packed in, waiting for Sean's birthday for any other games to be purchased. We took turns playing through this masterpiece.. soaking in the incredible 2D graphics and sounds.



Several repeated after school sessions commenced, until Sean's birthday also rolled around, and we got our choices. We both decided to take **SimCity** in, and I decided to take **Super R-Type**, and he took **Populous**. Much swapping did ensue, that's for sure. From there, we both made sure to get games like **U.N. Squadron**, **Final Fight**, **Final Fantasy 2**, and **Super Ghouls & Ghosts** by the end of the year. Gaming could not get any better.

Time went on, and thanks to the power of rentals, our gaming selections and play list got bigger and bigger. We still made sure to pick up essentials like **Mortal Kombat 2**, an arcade game we could probably have purchased flat out with quarters spent, **Super Mario Kart**, **StarFox**, and the **Super Star Wars** trilogy, to name a few. We even attempted to indulge in the poorly run X-Band Modem Service. So we could play when we couldn't go over each other's houses. The Sega/Nintendo system war also made for great competition and great games on both systems.

As high school went into full gear, as it happens, we changed, and drifted apart. It still didn't mean we didn't remain friends and take in, on our own, such titles as **Super Metroid**, **Secret of Mana**, **Final Fantasy III**, and **Yoshi's Island**. The smattering of titles to choose from was astounding, totaling 700 plus at the end of the system's run. Time pressed on, and our lives took completely different paths, until Sean's path ended, when he died in 2003 of cancer. My work on this section is dedicated to him, Sean Michael Boyle, 1979 to 2003.

A few notes on this section: The system is a step up in pricing than most Neo-Classic systems right now on average, due in part to game stores holding their value up longer than expected. Long gone are the days of the NES's average system price of \$1.50 at Funcoland. The system has its rares and its dirt common games, as well as excellent gaming fodder, and the garbage. The grails you'll be looking for are the two competition carts for **StarFox** and **Donkey Kong Country**. The system also has the curse of near-worthless sports games, as the year naming system began here as well as on the Genesis. Prices are listed for loose carts. In an abrupt change, the SNES only has one uncensored game: **Super Noah's Ark**, by Wisdom Tree. As a system, it may be expensive to collect for, however, now may be the time, as it looks unlikely prices will ever go down.

- Dave Warmington

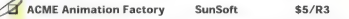
Section written and maintained by Dave Warmington & Austin Bell. Edited by Joe Santulli.

Special thanks to past and present contributor(s) Jan Baart, Lawrence Lamb, Matthias Nagler, Michael Steele, Ruid Stolze.

Game Release Notes: The prices and rarities listed herein assume "loose" cartridges only. As always, rate higher for manual, box, complete, or even sealed titles.

Lots of additional non-US releases that could not be squeezed into these pages are on the Digital Press website. Click the "Online Rarity Guide" link and find all kinds of additional import game information on this system.

U.S. GAME RELEASES

-  **3 Ninjas Kick Back** Sony \$5/R6 -
Developed by Malibu. Based on the 1994 movie sequel. Also appears on the Genesis and Sega CD. Typical side scrolling platformer, and an atrocious one at that. Action/Platform/Scrolling Screen. ©1994 Columbia/Tristar. #SNS-A3NE-USA.
-  **7th Saga, The** Enix \$8/R3
a.k.a. **Elnard (Japan)**
Developed by the Dragon Warrior company. Quite difficult, and not worth the effort to play through. Packaged with a folded map. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-PL-USA.
-  **Aaahh!!! Real Monsters** Viacom \$5/R2
Developed by Realtime Associates. Based on the Nickelodeon cartoon show. Action/Platform/Scrolling Screen. ©2000 Viacom International Inc. #SNS-ANNE-USA.
-  **ABC Monday Night Football** Data East \$4/R2
Data East's answer to Madden? We sure hope not. Sports/Football. #SNS-NS-USA.
-  **ACME Animation Factory** SunSoft \$5/R3
Based on characters from the Looney Tunes and Tiny Toons family. The inadvertent sequel to Tiny Toons Cartoon Workshop for the NES. Miscellaneous/Digital Comic. #SNS-ACME-USA.
-  **Act Raiser** Enix \$10/R2 +
Developed by Quintet. Great game fusing elements of Zelda II and a medieval SimCity. One of the early titles for the SNES that established what it could do, exhibiting Mode 7 effects and colorful graphics. Packaged with a folded map. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-AR-USA.
-  **Act Raiser 2** Enix \$20/R4
Developed by Quintet. Sequel to the 1991 hybrid game. Sadly, this version has ditched the building phase in the face of all action. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8. #SNS-A8-USA.
-  **Addams Family Values** Ocean \$5/R2
Based on the 1993 Movie. Action/Platform/Scrolling Screen. #SNS-VY-USA.
-  **Addams Family, The** Ocean \$5/R2
Based on the characters from the 60's TV series and 1991 movie. Based on the 1991 Movie. Sports some of the more interesting bosses this editor has ever seen. Is that a good thing? Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-AF-USA.

-  **Addams Family, The: Pugsley's Scavenger Hunt** Ocean \$5/R4
Based on the Addams Family comic, not the movie. A cross platform release that was also on the NES. Packaged with a poster. Role-Playing/Third-Person Real-Time. #SNS-AH-USA.
-  **Adv. of Kid Kleetz, The** Ocean \$12/R7 -
a.k.a. **Soccer Kid (Japan/Europe)**
Developed by Krisalis. Run for cover, it's an action game about soccer. Or is it a soccer game about action? Does it really matter? Action/Platform/Scrolling Screen. #SNS-YK-USA.
-  **Advanced Dungeons & Dragons: Eye of the Beholder** Capcom \$6/R2
Based on the 2nd edition rules for AD&D. Your standard dungeon crawl. Role-Playing/First-Person RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. SANTULLI SLANT: C'mon now. Who doesn't love a game where you can name your four party members "Bitchy", "Big Ho", "Ms PMS", and "Vagina"? Well for one, I don't. Although being able to do that is certainly entertaining for 15 minutes, it's the other 60 hours that are a bit difficult. As a fan of the AD&D universe, I'd much rather play the gold box turn-based games than this series where the combat is in real time and you have to fumble through menus during battle. [Gr: 6, So: 4, Ga: 5, Ov: 5] #SNS-IB-USA.
-  **Adventures of Batman & Robin, The** Konami \$5/R1
Based on the cartoon, NOT the wretched movie of the same name. Action/Platform/Scrolling Screen. #SNS-ABTE-USA.
-  **Adventures of Dr. Franken, The** DTMC \$6/R5
Developed by Elite Systems. More or less, the SNES version of the unreleased, but available in prototype form, NES version. Fun little game. Originally packaged with an item chart. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-6F-USA.
-  **Adventures of Mighty Max, The** Ocean \$5/R2
Based on the cartoon of the same name. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 4. #SNS-AMOE-USA.
-  **Adventures of Rocky & Bullwinkle and Friends, The** T*HQ \$5/R2
Developed by Imagineering Inc. Wretched marketing attempt of a game. Hard to say which is worse, this one, or the NES version. Based on the cartoon. Action/Platform/Scrolling Screen. #SNS-RZ-USA.
-  **Adventures of Yogi Bear** GameTek \$5/R5
Developed by Magifact. Cartoon marketing 1, Gamers 0. If this game wasn't somewhat rare, I'd say burn it. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-Y8-USA.
-  **Aero Fighters** Mc O'River \$25/R8
a.k.a. **Sonic Wings (Japan)**
Developed by SNK. One of the harder games to find on the system. SHMUPS fans know this one. Shooter/Vertical Scrolling. #SNS-AERE-USA.
-  **Aero the Acro-Bat** SunSoft \$5/R1
Developed by Iquana. The 16-bit era was known for The Attack of the Platformers with Marketable Characters, and Aero is the one of the many pumped out. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-XB-USA.
-  **Aero the Acro-Bat 2** SunSoft \$8/R6

Developed by Iquana. MUCH harder to find than its predecessor. Good luck finding the box and manual for this one. A sequel to the 1993 game. Action/Platform/Scrolling Screen. #SNS-AE2E-USA.

- ☒ **Aerobiz** **Koei** **\$10/R4**
a.k.a. **Air Management (Japan)**
Koei branched out beyond the medieval strategy realm.. Airplanes? I'm afraid to see what DIDN'T make it to the US.
Simulation/Resource Management. #SNS-AL-USA.
- ☐ **Aerobiz: Supersonic** **Koei** **\$20/R5**
a.k.a. **Air Management 2 (Japan)**
Sequel to Aerobiz. Hard to find. Packaged with airport map.
Simulation/Resource Management. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 8, 6, and a 6. #SNS-AG-USA.
- ☐ **Air Cavalry** **GameTek** **\$5/R5**
Developed by Synergistic Software. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5.5, and a 5. #SNS-ACCE-USA.
- ☐ **Air Strike Patrol** **Seta** **\$5/R4**
a.k.a. **Desert Fighter (Japan/Europe)**
Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 4, and a 4. #SNS-4A-USA.
- ☒ **Al Unser Jr.'s Road to the Top** **Mindscape** **\$5/R1**
Developed by Radical Entertainment. Racing/F1/Indy/Stock Cars. #SNS-AUJE-USA.
- ☐ **Aladdin (Disney's)** **Capcom** **\$5/R1**
Based on the 1992 Walt Disney animated movie. Based on the 1992 movie. Completely different than the Genesis release.
Action/Platform/Scrolling Screen. EASTER EGGS: To get the special ending, finish the game with more than 70 red gems.
PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-RJ-USA.
- ☐ **Alien 3** **LJN** **\$5/R1**
Developed by Probe. Based on the 1992 Movie. Also seen in basically the same form on the NES and Genesis. Fairly good side scroller. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-A3-USA.
- ☐ **Alien vs. Predator** **Activision** **\$5/R2**
Developed by IGS. Port of the Capcom arcade game, but by IGS/Activision. And it shows! Fighting/Side-Scrolling. #SNS-AP-USA.
- ☐ **American Gladiators** **GameTek** **\$5/R2**
Based on the TV series that ran from the late 80's through the early 90's. Not nearly as entertaining though. Also released on the NES and Genesis, as a lot of games were back then. Sports/Extreme Games. #SNS-AA-USA.
- ☐ **American Tail, An: Fievel Goes West** **Hudson** **\$7/R6**
Based on the 1991 animated movie. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and a 5. #SNS-9W-USA.
- ☒ **Andre Agassi Tennis** **TecMagik** **\$5/R2**
Developed by Radiance Software. Also released on the Genesis. Guess what? It's a one on one fighting game! Ok, not really. Sports/Tennis. #SNS-7A-USA.
- ☐ **Animaniacs** **Konami** **\$5/R1**
Based on the 90's cartoon show. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-ANCE-USA.
- ☐ **Arcade's Greatest Hits: The** **Midway** **\$8/R6 +**

Atari Collection 1

Featuring ports of Tempest, Defender, Super Breakout, Missile Command, Battlezone, and Asteroids. Miscellaneous/Compilation. #SNS-AW7E-USA.

- ☐ **Arcana** **HAL** **\$8/R1**
a.k.a. **Card Master (Japan)**
Odd RPG with a first person engine, and a battle system built on playing cards. Not a bad game, just different. also known as "Hal Labs". Role-Playing/First-Person RPG. #SNS-RF-USA.
- ☐ **Ardy Lightfoot** **Titus** **\$10/R7**
Developed by ASCII. Yet another platformer with a marketable character. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-A9-USA.
- ☒ **Arkanoid: Doh It Again** **Nintendo** **\$5/R2 +**
Developed by Taito. Sequel to the original Arkanoid, both from the arcade and the NES. Well done translation to the SNES.
Action/Pong-Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7. #SNS-A6-USA.
- ☐ **Art of Fighting** **Takara** **\$5/R1**
a.k.a. **Ryuuko no Ken (Japan)**
Based on the 1992 SNK coin-op. The same game as seen on the Neo Geo, but not nearly as well made. Takara was the publisher responsible for bringing NG games to the 16-bit machines.
Fighting/Tournament Style. #SNS-RW-USA.
- ☐ **Axelay** **Konami** **\$7/R1 +**
Developed by Treasure. Awesome SHMUP from Konami. Featured, both side and vertical scrolling. Although you may have not noticed, this game was developed by Treasure. You may remember them from Gunstar Heroes, Alien Soldier, Bangai-O, and Silhouette Mirage. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8. #SNS-AX-USA.
- ☐ **B.O.B.** **Electronic Arts** **\$5/R3**
a.k.a. **Space Funky B.O.B.**
Developed by Grey Matter. B.O.B. stands for ??? We wish we could tell you, DP fans. The box, manual, and game itself make no mention of what the acronym stands for. If you can solve this mystery, the DP forums want to hear from you. An interesting, but dull, side scrolling action puzzler. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and a 5. #SNS-B4-USA.
- ☐ **Ballz 3D** **Accolade** **\$5/R2**
Developed by PF Magic. Revolutionary 3D fighting game/where all the characters are made out of 'Ballz'. A million and one jokes can be made from this game. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-ABZE-USA.
- ☒ **Barbie: Super Model** **Hi-Tech Express** **\$5/R4**
Developed by Software Creations. Also released of the Genesis. Miscellaneous/Mini-Games. #SNS-8L-USA.
- ☐ **Barkley: Shut Up and Jam!** **Accolade** **\$2/R1**
a.k.a. **Barkley's Power Dunk (Japan)**
In case you weren't following pro hoops in the 80's and 90's, strong forward Charles Barkley terrorized the NBA from 1984 through 2000, jamming for Philly, Phoenix, and Houston. Sports/Basketball. #SNS-US-USA.
- ☒ **Bass Masters Classic** **Malibu** **\$5/R2**
Malibu was a division of T*HQ. Sports/Fishing. PERIODICALS: Flux Magazine gave this game a C-. #SNS-ABAE-USA.
- ☒ **Bass Masters Classic: Pro** **T*HQ** **\$8/R2**

Edition

Developed by Black Pearl. Sports/Fishing. #SNS-A9BE-USA.

- ☒ **Bassin's Black Bass** Hot-B \$6/R3
a.k.a. **Super Black Bass 2 (Japan)**

Developed by Starfish. Sports/Fishing. #SNS-AB2E-USA.

- ☐ **Batman Forever** Acclaim \$5/R1

Developed by Probe. Based on the 1995 action/fantasy movie. Action/Platform/Scrolling Screen. #SNS-A3BE-USA.

- ☐ **Batman Returns** Konami \$5/R1

Based on the 1992 Movie. Fighting/Side-Scrolling. #SNS-BJ-USA.

- ☒ **Battle Blaze** American Sammy \$5/R1

Based on the 1992 American Sammy coin-op. American Sammy is a subsidiary of Sammy Corporation of Tokyo, Japan. Fighting/Tournament Style. #SNS-BZ-USA.

- ☒ **Battle Cars** Namco \$5/R2

Similar in style to Twisted Metal, with an F-Zero perspective. Racing/Combat/Demolition. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 7. #SNS-4B-USA.

- ☒ **Battle Grand Prix** Hudson \$5/R2

Developed by Naxat Soft. Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5. #SNS-BG-USA.

- ☒ **BattleClash** Nintendo \$5/R1

a.k.a. **Super Scope Space Bazooka (Japan)**

One of the first games to use the Super Scope. Shooter/First-Person Shooter. Nintendo SuperScope compatible. #SNS-BT-USA.

- ☐ **Battletoads & Double Dragon: The Ultimate Team** Tradewest \$8/R1

Developed by Rare. 16-bit version of the original NES game. More or less the same as its NES counterpart as well. Also released on the Genesis. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-UL-USA.

- ☐ **Battletoads in Battlemaniacs** Tradewest \$8/R1 +

Developed by Rare. A 16-bit update of the NES game. And this time, you can play as PIMPLE! Are you excited yet?! And yes, it's as bloody hard as the first. Also released on the Genesis and NES, obviously. One of the last titles developed by Rare before Rare became The Nintendo developer, making Donkey Kong Country and Killer Instinct. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-NX-USA.

- ☒ **Bazooka Blitzkrieg** Bandai \$10/R6

A Super Scope game, similar to Battle Clash, but not nearly as well done. Shooter/First-Person Shooter. Nintendo SuperScope compatible. #SNS-BY-USA.

- ☒ **Beauty and the Beast, Disney's** Hudson \$6/R1

Another Disney port, this time from Hudson. Based on the movie of the same name. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and a 4. #SNS-EW-USA.

- ☒ **Beavis & Butthead, MTV's** Viacom \$5/R1

Based on the 1993-1997 MTV series by Mike Judge. Yeah, YEAH, YEAH... FIRE! Action/Platform/Scrolling Screen. #SNS-ABUE-USA.

- ☒ **Bebe's Kids** Mandingo \$6/R7

Developed by Motown Games. This game is one of the hardest to find complete. Based on the movie and comedy routine by Robin Harris. And no matter what you do, DO NOT ATTEMPT TO PLAY THIS GAME! One of the SNES' worst. Action/Platform/Scrolling

Screen. #SNS-6B-USA.

- ☒ **Beethoven** Hi-Tech Express \$5/R5
a.k.a. **Beethoven's 2nd**

Based on the 1993 movie of the same name. Action/Platform/Scrolling Screen. PERIODICALS: The best things Nintendo Power could say about this game is "Some of the digitized graphics look okay when they're not in motion." Ouch. #SNS-2V-USA.

- ☐ **Best of the Best** Electro Brain \$5/R5
Championship Karate
a.k.a. **Super Kick Boxing (Japan)**

Developed by Loricel. Also released on the NES and Genesis. Somewhat hard to find. Sports/Boxing. #SNS-BE-USA.

- ☐ **Big Sky Trooper** JVC \$5/R3

Developed by LucasArts. Was much harder to find, until wholesalers found a large batch of new old stock copies. Action/Platform/Scrolling Screen. #SNS-AB9E-USA.

- ☐ **Biker Mice from Mars** Konami \$5/R5

Based on the cartoon series from the early 90's. Yet another attempt to cash in on the Turtles craze. Decent racer regardless. Racing/Combat/Demolition. #SNS-ABME-USA.

- ☒ **Bill Laimbeer's Combat** Hudson \$2/R1 -

Basketball
One of the worst games on the system. Futuristic basketball played from an overhead view. No, we don't know how it would work well either. Sports/Futuristic. #SNS-CB-USA.

- ☒ **Bill Walsh College Football** Electronic Arts \$2/R1

Packaged with two game charts. Sports/Football. #SNS-7F-USA.

- ☒ **BioMetal** Activision \$5/R2

Developed by Athena. Standard SHMUP featuring music by 2Unlimited. We wish we were kidding. Shooter/Horizontal Scrolling. #SNS-BV-USA.

- ☐ **BlackThorne** Interplay \$5/R1

a.k.a. **Black Hawk (PAL)**

Developed by Blizzard Entertainment. Recently re-released on the GBA. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-6Z-USA.

- ☒ **BlaZeon** Atlus \$5/R4

Developed by AI. Based on the 1992 Atlus coin-op. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 5. #SNS-BL-USA.

- ☐ **Blues Brothers, The** Titus \$5/R5

Sub-par side scroller, also released on the NES. Based on the characters from the movie of the same name. Action/Platform/Scrolling Screen. #SNS-B6-USA.

- ☒ **Bonkers** Capcom \$6/R4

Another Disney/Capcom license game, continuing the tradition started on the NES. Based on the TV show of the same name from the early 90's. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6. #SNS-ABNE-USA.

- ☐ **Boogerman: A Pick and Flick** Interplay \$5/R1
Adventure

Featuring some of the best animation seen on the 16-bit level. What do you get when you cross bodily functions with a side scroller? Action/Platform/Scrolling Screen. #SNS-AB4E-USA.

- ☒ **Boxing: Legends of the Ring** Electro Brain \$5/R2

A poor man's Super Punch Out. Also released on the Genesis. Sports/Boxing. PERIODICALS: Electronic Gaming Monthly gave this

game a 7, 6, 5, and a 5. #SNS-LL-USA.

-  **Brain Lord** Enix \$9/R1
Developed by Produce/Opus. Another Zelda clone with RPG/Puzzle elements, similar to SoulBlazer, also by Enix. Packaged with a weapon chart. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-BB-USA.
-  **Brainies, The** Titus \$5/R6
Puzzle/Logic. #SNS-B7-USA.
-  **Bram Stoker's Dracula** Sony \$4/R1
Developed by Psygnosis. Released on pretty much every other system current at the time. A below average platformer based on the 1993 movie. Action/Platform/Scrolling Screen. #SNS-5D-USA.
-  **Brandish** Koei \$8/R4
Developed by Nihon Falcom. A change of pace from the standard game Koei is known for. Your typical dungeon crawl. Packaged with large poster. Role-Playing/Third-Person Real-Time. #SNS-QF-USA.
-  **Brawl Brothers** Jaleco \$4/R2 -
a.k.a. **Rushing Beat Ran Fukesei Toshi (Japan)**
Bland Final Fight clone. Fighting/Side-Scrolling. #SNS-RE-USA.
-  **BreakThru!** Spectrum Holo \$5/R6
Developed by Artech Studios. By Tetris creator Alexey Pajitnov. Puzzle/Action. Mouse compatible. #SNS-ABXE-USA.
-  **Breath of Fire** Square \$15/R2 +
Developed by Capcom. RPG developed by Capcom. Excellent RPG outside of the Square realm. Re-released for the GBA. Packaged with two inserts, a map and a monster chart. Also known as "Squaresoft" and "Squareenix". Role-Playing/Turn-Based RPG. EASTER EGGS: To see a cameo of Chun-Li from Street Fighter, go to the town Bleak. Go to the magician kid's house and talk to him. He will say to put 100 Gold on the table and he will make them disappear. When he asks you to say Yes. When he says "Look behind you" say "No" twice then Yes. It'll show Chun-Li in a room doing her lightning kick. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-BF-USA.
-  **Breath of Fire II** Capcom \$25/R3 +
Indirect sequel to the last BoF. Again, a well made RPG. Packaged with a map. Role-Playing/Turn-Based RPG. EASTER EGGS: At Giant Island, in the northern area of the map above the town Gate, you'll find Bo and Karn from the first game. They don't do anything though, but you can talk to them. You will need a whale or bird to get there. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7.5, and a 7. #SNS-AF2E-USA.
-  **Brett Hull Hockey** Accolade \$2/R1
Developed by Radical Entertainment. Sports/Hockey. #SNS-5Y-USA.
-  **Brett Hull Hockey '95** Accolade \$2/R1
Developed by Radical Entertainment. Also released on the Genesis. Sports/Hockey. #SNS-ABHE-USA.
-  **Bronkie the Bronchiasaurus** RayaSystems \$10/R6
Endorsed by the American Academy of Pediatrics and supported by ASTRA, a global leader in respiratory research. As you may imagine, a game about respiratory disease. Action/Platform/Scrolling Screen. #SNS-ABGE-USA.
-  **Brunswick World Tournament of Champions** T*HQ \$5/R2
Developed by Tiertex Ltd. Sports/Bowling. #SNS-AWUE-USA.
-  **Brutal: Paws of Fury** GameTek \$5/R4
Interesting animated cartoon fighting game, also released on the

Genesis. Fighting/Tournament Style. EASTER EGGS: To access the Dali Llama, press X, A, B, A, Left, and A on the title screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 5. #SNS-ABLE-USA.

-  **Bubsy II** Accolade \$8/R4
Sequel to the 1992 game. Action/Platform/Scrolling Screen. #SNS-ABBE-USA.
-  **Bubsy in: Claws Encounters of the Furred Kind** Accolade \$5/R1
Accolade's attempt to cash in on the animal platformer craze. Be sure to shuffle him under the carpet with Zero and Sparkster. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7. #SNS-UY-USA.
-  **Bugs Bunny: Rabbit Rampage** SunSoft \$4/R1
Early on, known as BB: The Animator. Based on those Bugs cartoons where Elmer Fudd would draw over Bugs and torment him. Fun concept, hard game. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 5. #SNS-R7-USA.
-  **Bulls vs. Blazers and the NBA Playoffs** Electronic Arts \$2/R1
a.k.a. **Bulls vs. Blazers Pro Basketball (Japan)**
Also on the Genesis. Sports/Basketball. #SNS-BU-USA.
-  **Bust-a-Move** Taito \$8/R1 +
a.k.a. **Puzzle Bobble (Japan)**
Based on the 1993 SNK coin-op. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 7. #SNS-AYKE-USA.
-  **C2: Judgment Clay** Interplay \$5/R2
Developed by Visual Concepts. Sequel to ClayFighter. Fighting/Tournament Style. #SNS-ACZE-USA.
-  **Cacoma Knight in Bizzyland** Seta \$5/R3
Puzzle/Action. EASTER EGGS: Now this sounds kind of familiar. At the player select screen, press Up, Up, Down, Down, Right, Left, Right, Left, B, A to access a cheat menu. #SNS-CC-USA.
-  **Cal Ripken Jr. Baseball** Mindscape \$2/R1
Sports/Baseball. EASTER EGGS: In today's game, at first base, Cal Ripken Jr. At second base, Cal Ripken Jr. At every other position, Cal Ripken Jr. Just go to Exhibition option, then, on the Team Select Screen, hold L and R, and then press Start. All-Cal team. Go! #SNS-CJ-USA.
-  **California Games II** DTMG \$5/R3
Developed by Silicon Sorcery. Direct sequel to the Epyx game, not by Epyx. Sports/Extreme Games. #SNS-C2-USA.
-  **Cannondale Cup** Amer Softworks \$5/R6
Developed by Radical Entertainment. Cycling game, was eventually stripped down to form Mountain Bike Rally. Racing/Motocross/Cycle. #SNS-ASCE-USA.
-  **Captain America and the Avengers** Mindscape \$5/R1
Based on the 1991 Data East coin-op. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 4. #SNS-6A-USA.
-  **Captain Commando** Capcom \$5/R3
Based on the 1991 Capcom coin-op. The first game to feature the character the company's name is based on (CAPTAIN COMMANDO). Clever? Fighting/Side-Scrolling. #SNS-QM-USA.
-  **Captain Novolin** RayaSystems \$10/R6
Developed by Yumedia. One of the four Health games released by

Raya for the SNES. All of which are relatively hard to find. This one's about diabetes. Action/Platform/Scrolling Screen. #SNS-CP-USA.

- Carrier Aces** **GameTek** **\$6/R5**
A dog-fighting plane game, similar to Wings and the more current Crimson Skies. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and a 5. #SNS-ACAE-USA.
- Casper** **Natsume** **\$5/R7**
Based on the 1996 movie of the same name. Action/Platform/Scrolling Screen. #SNS-AXCE-USA.
- Castlevania: Dracula X** **Konami** **\$25/R3 +**
a.k.a. Castlevania: Vampire's Kiss (PAL), Akumajo Dracula XX (Japan)
Excellent improvement over the previous Castlevania IV. Not more so hard to find, as it is pricey. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6.5, and a 6.5. #SNS-ADZE-USA.
- Champions World Class Soccer** **Acclaim** **\$2/R1**
Also released on Genesis. Sports/Soccer. #SNS-BW-USA.
- Championship Pool** **Mindscape** **\$5/R2**
a.k.a. Super Billiard (Japan)
Also released on Genesis and the NES. Traditional/Parlor Games. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-5P-USA.
- Championship Soccer '94** **Sony** **\$2/R1**
Developed by Sensible Software. Traditional/Parlor Games. #SNS-67-USA.
- Chavez Boxing** **Amer Softworks** **\$5/R5**
Spanish language game. May have only been released in Mexico/Southwestern US. Sports/Boxing. #SNS-ZV-USA.
- Chavez II** **Amer Softworks** **\$15/R8**
Spanish language game. May have only been released in Mexico/Southwestern US. One of the hardest SNES games to find. Sports/Boxing. #SNS-AC2E-USA.
- Chessmaster, The** **Mindscape** **\$7/R2**
Developed by Software Toolworks. Also released on the NES, and many other systems in different forms. Traditional/Board Game. #SNS-CH-USA.
- Chester Cheetah: Too Cool to Fool** **Kaneko** **\$4/R1**
Based on the insipid Cheetos mascot. Yet another marketable platformer character. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 6. #SNS-CE-USA.
- Chester Cheetah: Wild Wild Quest** **Kaneko** **\$8/R4**
Based on the insipid Cheetos mascot. Yet another marketable platformer character. Sequel to Too Cool to Fool. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5. #SNS-7C-USA.
- Choplifter III: Rescue & Survive** **Extreme** **\$8/R5**
So where's Choplifter II? Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-3C-USA.
- Chrono Trigger** **Square** **\$25/R2 +**
Immensely popular RPG, sporting some of the best video game

music ever. So popular, that the box, manual, and all inserts could easily sell for as much, or more than the loose cart! Packaged with two maps. The DP price is on the low side... if you go to eBay, prepare for the worst, also known as "Squaresoft" and "SquareEnix". Role-Playing/Turn-Based RPG. LANDMARK: This is the last Square title, along with Secret of Evermore, to be released for any Nintendo system, until Final Fantasy Tactics Advance on the GBA. EASTER EGGS: This game has 12 endings, depending on how, when, and where you finish the game. Most interesting, is the programmer's dungeon ending. To get this, jump on the right telepod at the fair to go right to the end (Used only with New Game+), or defeat Lavos when it would be technically impossible for the story to proceed. (In the Ocean palace, right before a major character is supposed to die). Welcome to the hell where Square programmers go! PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9.5, 9, and a 9. #SNS-AC2E-USA.

- Chuck Rock** **Sony** **\$5/R1**
Developed by Core Design. Also released on Genesis. Action/Platform/Scrolling Screen. #SNS-CK-USA.
- Civilization, Sid Meier's** **Microprose** **\$12/R4**
Based on the PC game of the same name. Didn't translate that well to the SNES. Simulation/Resource Management. #SNS-EQ-USA.
- Clay Fighter** **Interplay** **\$5/R1**
Developed by Visual Concepts. Stuffier fighting game, also released on Genesis; the first in a series of Clay animated games. Fighting/Tournament Style. EASTER EGGS: For those of you want to play as N-Boss, the copout ring of spheres last boss, do the following: play a one player game all the way through to the N-Boss. Lose both rounds intentionally. After the game ends, wait for the option screen to appear, select the Vs Battle option. Player 2 will be controlling N-Boss. Keep in mind, he's as cheap as he was in the single player game! PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-8C-USA.
- Clay Fighter: Tournament Edition** **Interplay** **\$10/R5**
Developed by Visual Concepts. Blockbuster exclusive. The only gameplay difference is the ability to set up a tournament style bracket system. Fighting/Tournament Style. #SNS-7E-USA.
- Claymates** **Interplay** **\$10/R5**
Developed by Visual Concepts. In a change of pace, Interplay went with a side scrolling clay game, as opposed to a fourth fighting game. The box features a holographic type placard, that can come off fairly easily. Don't bother with it unless that placard is still attached! Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-Y5-USA.
- Cliffhanger** **Sony** **\$3/R2**
Based on the 1993 action/adventure film starring Sylvester Stallone. Released on most current systems at the time. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and a 4. #SNS-6C-USA.
- Clue** **Parker Bros** **\$5/R1**
Developed by Sculptured Software. Also re-released by Majesco. Traditional/Board Game. #SNS-CL-USA.
- College Football USA '97: The Road to New Orleans** **Black Pearl** **\$3/R1**
Developed by EA Sports. Why Black Pearl released this title is anyone's guess. Black Pearl was a division of T*HQ. Sports/Football. #SNS-AC7E-USA.
- College Slam** **Acclaim** **\$2/R1**
As if the NBA Jam license wasn't overused as it was, Acclaim put the game into a college atmosphere and slapped this thing out

there for the public to consume. It's NBA Jam, with college teams! Inventive to say the least. Also on Genesis. Sports/Basketball. #SNS-ANYE-USA.

- ❑ **Combatribes, The** Technos \$5/R2
Based on the 1990 arcade game of the same name. See also "Amer Technos". Fighting/Side-Scrolling. EASTER EGGS: Use the following codes to unlock all fighter groups in versus mode: 0197, 5093, 1180, 9207, 4949. #SNS-CR-USA.

- ❑ **Congo's Caper** Data East \$7/R4
a.k.a. **Tatakae Genshijin 2 (Japan), Joe & Mac 2 (PAL)**

Yet another platformer with a marketable character! This one is actually pretty good. Action/Platform/Scrolling Screen. #SNS-J2-USA.

- ❑ **Contra III: The Alien Wars** Konami \$10/R1 +
a.k.a. **Contra Spirits (Japan), Super Probotector Alien Rebels (PAL)**

Sequel to Contra and Super C. Well done, but somewhat difficult. This was what many would call the last great Contra game until Shattered Soldier on the PS2 (and the GBA port of this game). Be on the lookout for the demo version, as well as a white label/black text version as well. We can understand the demo version... but a no frills label? Majesco re-release? Konami was short a few hundred labels? We can't say for sure. These are somewhat hard to find, compared to the regular version, which is dirt common. Action/Platform/Shooter. EASTER EGGS: Here's a trick to use two weapons at once. Simply get a auto-fire turbo control pad (the ASCIIpad works perfectly), and set X to auto-fire. Now, as you shoot, you'll rapidly switch between two weapons, alternating between each weapon on each shot. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-CS-USA.

- ❑ **Cool Spot** Virgin \$4/R1
Again with the licensed characters! This time, from 7up, following up his role in Spot, the Othello rip off on the NES. Also appeared on the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8. #SNS-C8-USA.

- ❑ **Cool World** Ocean \$5/R2
Based on the 1992 animation/live action hybrid movie. Also appeared on the NES. Action/Platform/Scrolling Screen. #SNS-CD-USA.

- ❑ **Cutthroat Island** Acclaim \$3/R2
Based on the 1995 action/adventure film starring Geena Davis and Matthew Modine. Also released on Genesis. Action/Platform/Scrolling Screen. #SNS-AC8E-USA.

- ❑ **Cyber Spin** Takara \$6/R5 -
a.k.a. **Cyber Formula GPX (Japan)**
Horrendous top down driving game. The graphics on this game look NES quality. Racing/F1/Indy/Stock Cars. #SNS-CF-USA.

- ❑ **Cybernator** Konami \$6/R2 +
a.k.a. **Assault Suits Valken (Japan)**
Excellent Konami side scroller. The best 'mech' effort on the SNES by far. This game was followed up by Metal Warriors, more in spirit than directly. Action/Platform/Shooter. EASTER EGGS: To get the best weapon in the game early on, don't shoot anything but the boss in level one, and you'll get the Napalm Gun. To keep it after level 2, don't die and complete level 2, and you'll have it the rest of the game. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-AV-USA.

- ❑ **Daffy Duck: The Marvin Missions** SunSoft \$5/R1
Fun game based on the Daffy Duck cartoon "Duck Dodgers and the

24th 1/2 century. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-YF-USA.

- ❑ **Darius Twin** Taito \$8/R2
The venerable Darius series makes its appearance on the SNES. Shooter/Horizontal Scrolling. #SNS-DT-USA.

- ❑ **David Crane's Amazing Tennis** Absolute \$3/R1
Also released on the Genesis. Sports/Tennis. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-ZT-USA.

- ❑ **Death and Return of Superman, The** SunSoft \$5/R1
Based on the comic plotline from Superman in the early 1990's. Also appears on the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 5. #SNS-9D-USA.

- ❑ **Demolition Man** Acclaim \$5/R2
Based on the 1993 action/sci-fi movie featuring Sylvester Stallone and Wesley Snipes. Also released on the Genesis. Action/Platform/Shooter. #SNS-AD8E-USA.

- ❑ **Demon's Crest** Capcom \$8/R2
a.k.a. **Demon's BlazeOn (Japan)**
Sequel to the Gargoyle's Quest on the Game Boy, and the Gargoyle's Quest II from the NES. The main character is patterned after the Red Arremer from the Ghosts & Goblins series. Action/Platform/Hack & Slash. EASTER EGGS: To play as the Ultimate Gargoyle, enter the following code: FDQP QRMB FGNNH GTKL PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-3Z-USA.

- ❑ **Dennis the Menace** Ocean \$4/R1
Based on the 1993 movie of the same name. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5. #SNS-4D-USA.

- ❑ **Desert Strike: Return to the Gulf** Electronic Arts \$2/R1
The beginning of the venerable Strike series (Desert, Jungle, Urban, Nuclear). One of the more dirt common titles on the SNES. Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-RG-USA.

- ❑ **D-Force** Asmik \$5/R2
a.k.a. **Dimension Force (Japan)**
Judging by the Japanese name, and the US name, D-Force's title was changed a) Because the publishers figured the U.S. couldn't handle the word Dimension, or b) shorten Dimension to just D was the 'hip' thing for all the kids... you be the judge. Shooter/Horizontal Scrolling. #SNS-DF-USA.

- ❑ **Dig & Spike Volleyball** Hudson \$4/R2
Sports/Volleyball. #SNS-VH-USA.

- ❑ **Dino City** Irem \$8/R6
a.k.a. **Dinosaurs (Japan)**
Developed by Smart Egg Pictures. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-DW-USA.

- ❑ **Dirt Trax FX** Acclaim \$3/R1
The third FX Chip game released for the SNES. Racing/Rally/Off-Road. #SNS-AF9E-USA.

- ❑ **Donkey Kong Country** Nintendo \$3/R1 +
a.k.a. **Super Donkey Kong (Japan)**
This game was at one time a pack-in game with the Super NES

console. Action/Platform/Scrolling Screen. EASTER EGGS: You can send the game into a true 2-player mode, where 2 people on 2 controllers can switch at will (probably to disastrous results), and one person is Donkey Kong and one person is Diddy Kong. To do this, on the game select screen, highlight erase data, and press B Button, A Button, Down, B Button, Up, Down, Down, Y Button. Hit select in-game to switch it up. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 9, 9, and a 9. #SNS-8X-USA.

**Donkey Kong Country 2: Nintendo \$7/R1 +
Diddy's Kong Quest**

a.k.a. Super Donkey Kong 2 (Japan)

Sequel to the first DKC, this time shuffling Donkey Kong to jail, and introducing Dixie Kong to assist Diddy in his quest. We hear Donkey Kong Jr. is rolling around in his grave. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8.5, and a 8.5. #SNS-ADNE-USA.

**Donkey Kong Country 3: Nintendo \$10/R2 +
Dixie Kong's Double Trouble**

a.k.a. Super Donkey Kong 3 (Japan)

Sequel to the second DKC, this time giving Diddy the boot, putting Dixie front and center, and adding the ridiculously named Kiddy Kong. Thrilling. At least they didn't break the tried and true DKC formula, even if they must take out, more or less, the main two characters from the first game. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 8. #SNS-A3CE-USA.

Donkey Kong Country Competition Edition Nintendo \$150/R9

Developed by Rare. Released for sale from Blockbuster Video and through Nintendo Mail Order. Comes in green plastic case with insert. Insert says only 2500 were made. Very rare. Action/Platform/Scrolling Screen. #S-SNS-8E-USA.

Doom Williams \$3/R1

The original game was written for DOS-based computers by John Carmack, John Romero, Michael Abrash and Dave Taylor. Port of the popular PC game to the SNES. The cart is colored red. Shooter/First-Person Shooter. PERIODICALS: Flux Magazine gave this game a B. Electronic Gaming Monthly gave this game a 6, 5.5, 5, and a 5. #SNS-AD8E-USA.

**Doom Troopers: The Mutant Playmates \$5/R2
Chronicles**

Action/Platform/Shooter. #SNS-AM9E-USA.

Doomsday Warrior Renovation \$7/R5

Developed by Renovation. Action/Platform/Scrolling Screen. EASTER EGGS: Now here's a truly odd trick. If you have a Super Scope, plug it into the second controller port, put the game in and turn the system on. You will see a number. You can use the D pad to make the number go higher or lower. Press a button to choose a number and you can see one of the endings of the fighters in the game will play. #SNS-DM-USA.

**Double Dragon V: The Tradewest \$9/R2
Shadow Falls**

A change from the previous 4 beat-em-ups, this game is a one on one fighter similar to the Street Fighter series. Fighting/Tournament Style. EASTER EGGS: At the title screen, press L, R, up, L, down, R, R, and start. This will allow you to play as all the bosses. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 5. #SNS-SE-USA.

Dragon View: Drakken 2 Kemco \$12/R4

a.k.a. Super Drakken (Japan)

also known as "Kotobuki System Co. Ltd". Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6. #SNS-ADVE-USA.

Dragon: The Bruce Lee Story Acclaim \$5/R4

Based on the 1993 action biography starring Jason Scott Lee. Horrendous movie tie-in also featured on the Genesis and the Jaguar. Action/Platform/Scrolling Screen. #SNS-ADSE-USA.

**Dragon's Lair Data East \$4/R1
a.k.a. Dragon's Magic (Japan)**

Based on the 1983 Cinematronics coin-op. This was the first blockbuster of the genre, though it wasn't the first game in the genre (that distinction is given to Sega's coin-op Astron Belt). Dragon's Lair is strictly a game of memorization, as there is a very linear sequence of events required to guide Dirk the Daring through the castle. The highlight is the animation, courtesy of Don Bluth, John Pomeroy, and Gary Goldman. Side scrolling mockery of the Laserdisc arcade game. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 4, and a 3. #SNS-DI-USA.

Drakken Kemco \$8/R1

Early behind-the-action RPG, an early exhibit of the Mode 7 technology touted by Nintendo, also known as "Kotobuki System Co. Ltd". Role-Playing/Turn-Based RPG. #SNS-DK-USA.

Dream TV Triffix \$12/R6

One of the rarer retail games on the system. Action/Platform/Scrolling Screen. #SNS-VE-USA.

Dungeon Master JVC \$5/R4

Developed by FTL Games. Role-Playing/First-Person RPG. #SNS-V2-USA.

E.V.O.: Search for Eden Enix \$20/R4 +

a.k.a. 46 Okunon Monogatari (Japan)

Developed by Almaric. One of the best and unique games on the system. This game guides your 'essence' through different time periods, evolving as you go. The game is more popular (and therefore pricier) than rare. Role-Playing/Side View Real-Time. #SNS-46-USA.

Earth Defense Force Jaleco \$4/R2

Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, and a 5. #SNS-ED-USA.

**EarthBound Nintendo \$25/R2 +
a.k.a. Mother 2 (Japan)**

Comes in oversized box, with strategy guide. The guide comes with scratch and sniff cards, one of which could be mailed away for a free Pizza Air Freshener. The guide is rarer than the game itself, and the air freshener is MUCH rarer than the game. One has to wonder where the idea to pack the strategy guide with the game. The guide has a walkthrough for the ENTIRE game! Did they think the game was too hard? Role-Playing/Turn-Based RPG. #SNS-MB-USA.

Earthworm Jim Playmates \$3/R1 +

One of Shiny games (headed by Aladdin designer Dave Perry) first products. Featuring such colorful characters Queen Slug for a Butt and PsyCrow. Well done, and well animated. Packaged with a foldout poster. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 8. #SNS-AEJE-USA.

Earthworm Jim 2 Playmates \$6/R2

Also re-released by Majesco. Action/Platform/Shooter. #SNS-A2EE-USA.

Eek! the Cat Ocean \$8/R4

Developed by CTA Developments. Initially rental only. Action/Platform/Scrolling Screen. #SNS-E7-USA.

Elite Soccer GameTek \$3/R4

Developed by Rage Software. Sports/Soccer. #SNS-L7-USA.

- ☐ **Emmitt Smith Football** JVC \$3/R1
Sports/Football. PERIODICALS: Flux Magazine gave this game a B+. Electronic Gaming Monthly gave this game a 6 and a 5.5. #SNS-AESE-USA.
- ☐ **Equinox** Sony \$8/R2
a.k.a. Solstice 2 (Japan)
Sequel to the NES classic, Solstice. Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, and a 7. #SNS-EX-USA.
- ☐ **ESPN Baseball Tonight** Sony \$1/R1
Sports/Baseball. #SNS-EV-USA.
- ☐ **ESPN National Hockey Night** Sony \$1/R1
Sports/Hockey. #SNS-AEHE-USA.
- ☐ **ESPN Speedworld** Sony \$2/R3
Featured battery backed SRAM. Racing/F1/Indy/Stock Cars. #SNS-ASWE-USA.
- ☐ **ESPN Sunday Night NFL** Sony \$1/R1
Featured battery backed SRAM. Sports/Football. #SNS-ASNE-USA.
- ☐ **Exertainment Mountain Bike Life Cycle** \$30/R6
Rally
For use with the LifeFitness Bike Unit. One of the rarer games for the system, as it may have not seen full or any retail distribution. The price is already jumping up rather quickly - try and get one now before prices become too inhibitive. Racing/Motocross/Cycle. #SNS-9X-USA.
- ☐ **Exertainment Mountain Bike Life Cycle** \$150/R8
Rally/Speed Racer
For use with the LifeFitness Bike Unit. One of the rarest games for the system, as it may have not seen full or any retail distribution. This 2 in 1 most likely never made it to any stores, and most copies that have been found have been from NOA's warehouse itself! Racing/Motocross/Cycle. #SNS-ALFE-USA.
- ☐ **Extra Innings** Sony \$2/R1
a.k.a. Ganba League (Japan)
Sports/Baseball. #SNS-GL-USA.
- ☐ **F1 Pole Position** Ubi Soft \$5/R3
a.k.a. Human Grand Prix (Japan)
Racing/F1/Indy/Stock Cars. #SNS-6P-USA.
- ☐ **F1 ROC** Seta \$5/R2
a.k.a. Exhaust Heat (Japan)
Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 5. #SNS-EH-USA.
- ☐ **F1 ROC 2: Race of Champions** Seta \$8/R6
a.k.a. Exhaust Heat 2 (Japan)
Racing/F1/Indy/Stock Cars. #SNS-E2-USA.
- ☐ **Faceball 2000** Bullet Proof \$7/R2
Developed by Xanth Software. Sequel to the Faceball on the Game Boy. A first person shooter... featuring Smiley Faces?! Action/Head-to-Head Combat. #SNS-2F-USA.
- ☒ **Family Dog** Malibu \$9/R5
Based on the animated short within the Amazing Stories movie series. Malibu was a division of THQ. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 4, and a 4. #SNS-D8-USA.
- ☒ **Family Feud** GameTek \$6/R2
Based on the venerable game show. Traditional/Game Show. #SNS-

FN-USA.

- ☐ **Fatal Fury** Takara \$4/R1
a.k.a. Garou Densetsu (Japan)
Developed by SNK. Based on the 1991 SNK coin-op. Also released on the Genesis. Fighting/Tournament Style. #SNS-GN-USA.
- ☐ **Fatal Fury 2** Takara \$5/R2
a.k.a. Garou Densetsu 2 (Japan)
Developed by SNK. Based on the 1992 SNK coin-op. Also released on the Genesis. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-DJ-USA.
- ☐ **Fatal Fury Special** Takara \$6/R2
a.k.a. Garou Densetsu Special (Japan)
Developed by SNK. Based on the 1993 SNK coin-op. Fighting/Tournament Style. PERIODICALS: Flux Magazine gave this game a B-. Electronic Gaming Monthly gave this game a 8, 8, 7, and a 6.5. #SNS-3R-USA.
- ☐ **FIFA International Soccer** Ocean \$1/R1
Developed by Electronic Arts. Also released for the Genesis. Sports/Soccer. #SNS-84-USA.
- ☐ **FIFA Soccer '96** Electronic Arts \$1/R1
Also released for the Genesis. Sports/Soccer. #SNS-A6SE-USA.
- ☐ **FIFA Soccer '97 Gold** Electronic Arts \$1/R1
Oddly, no non-Gold edition exists. Also released on the Genesis. Sports/Soccer. #SNS-A7IE-USA.
- ☐ **Fighter's History** Data East \$5/R1
Based on the 1993 Data East coin-op. Also known as Karnov's Revenge in the arcade. Fighting/Tournament Style. EASTER EGGS: To play as Karnov, press right, right, up, L then R while at the title screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-YH-USA.
- ☐ **Final Fantasy II** Square \$20/R2 +
a.k.a. Final Fantasy IV (Japan)
Excellent RPG that helped establish Square as the default and best RPG maker. The graphics haven't aged too well, as they look like a cross between the first on the NES and the third on SNES. One of two direct FF games released on the SNES, although there were three released in Japan - the third being FF5, which was planned for release as FF Xtreme, but canned before it got out the door. 5 has been released to American gamers on the Anthology set for the PlayStation. Packaged with a map, also known as "Squaresoft" and "SquareEnix". Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7. #SNS-F4-USA.
- ☐ **Final Fantasy III** Square \$25/R2 +
a.k.a. Final Fantasy VI (Japan)
Excellent RPG that helped establish Square as the default and best RPG maker. One of the games that set the SNES above the Genesis in the long run. One of two direct FF games released on the SNES. Packaged with a map and poster. also known as "Squaresoft" and "SquareEnix". Role-Playing/Turn-Based RPG. EASTER EGGS: Here's a trick for infinite experience without the work, and all you need is an auto-fire controller (Once again, I must praise the ASCIIpad). Early on in the game, you'll be on a raft with Terra (Tina), Edgar, Sabin, and Banon. At one point on the river, you choose to go straight, or go left. If you go straight, it will lead to Ultros. If you go left, it will loop right back to where you were, usually tossing a battle at you. Here's where the trick comes in. Go into options, and set your choices on Memory, so whatever you pick, you will keep on picking. Then, set auto-fire on whatever button you have set on select (Usually A or B). Set Terra and Sabin on attack, Edgar on

Autocrossbow, and Banon on heal. Now let it go. What happens is the three main characters will attack and kill the enemies, and Banon will always keep healing every turn, making it impossible to die. Now let it run overnight! You'll keep getting XP repeatedly. Keep in mind, that once you pass that loop point, that's it - you can't go back. And also, pray the power doesn't go out if you leave it on overnight as well - you can only save when you're done. Now, with your buffed characters, you can blow through the game. Even new characters that join will be spawned with the levels and HP's of your river folk. Only problem is Locke... who missed out, and will be fairly low leveled by comparison.... PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. SANTULLI SLANT: The true sign of a natural villain are in the quotes produced from said villain, and there isn't a video game character in history with more classic "bad guy" lines than Kefka. Some favorites: "Nothing can beat the music of hundreds of voices screaming in unison!", "I will destroy everything! I will create a monument to non-existence", or the classic "I'm all-powerful! Hee, hee, haw! I'm collecting Espers!". It could very well be said that his command of the word "haw" is unparalleled. The game is pretty good too, by the way. [Gr: 8, So: 10, Ga: 9, Ov: 9] #SNS-F6-USA.

- Final Fantasy: Mystic Quest** **Square** **\$20/R2**
a.k.a. Final Fantasy USA (Japan)
 Made to be a 'beginner's RPG'. Simple, yet effective, also known as "Squaresoft" and "SquareEnix". Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-MQ-USA.
- Final Fight** **Capcom** **\$5/R1**
 Based on the 1989 Capcom coin-op. This game featured just Cody and Haggar. See Final Fight Guy for more info about getting your Guy fix. Excellent port of the arcade game, minus the inability for 2 players at once. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-F1-USA.
- Final Fight 2** **Capcom** **\$10/R2**
 Sequel to the SNES game, with no arcade game to speak of. Original game made solely for the SNES, as was its sequel Final Fight 3. Fighting/Side-Scrolling. #SNS-F2-USA.
- Final Fight 3** **Capcom** **\$15/R4 +**
a.k.a. Final Fight Tough (Japan)
 Sequel to the SNES game, with no arcade game to speak of. Original game made solely for the SNES, as was its predecessor Final Fight 2. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5.5, 5.5, and a 5. #SNS-AFZE-USA.
- Final Fight Guy** **Capcom** **\$25/R6 +**
 In response to the abandonment of Guy in the first SNES release, Capcom released for rental to Blockbuster Final Fight Guy. This game removed Cody, and replaced him with Guy. This game's box is very hard to find. Fighting/Side-Scrolling. #SNS-FY-USA.
- Fire Striker** **DTMC** **\$6/R4**
a.k.a. Holy Striker (Japan)
 Developed by HECT and AxesArtAmuser. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-3S-USA.
- Firepower 2000** **SunSoft** **\$5/R1**
a.k.a. Super SWIV (Japan/Europe)
 Simulation/Land Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 6. #SNS-FW-USA.
- First Samurai** **Kemco** **\$8/R5**
 Developed by Vivid Image. Also known as "Kotobuki System Co. Ltd.". Action/Platform/Hack & Slash. #SNS-FK-USA.
- Flashback: The Quest for** **US Gold** **\$6/R1**

Identity

Developed by Delphine Studios. Indirect sequel to Out of this World, featuring the same type of graphics system. Also released on the Genesis. Role-Playing/Side View Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-5F-USA.

- Flintstones, The** **Ocean** **\$5/R2**
 Based on the 1994 movie starring John Goodman. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 5. #SNS-AFNE-USA.
- Flintstones, The: The Treasure of Sierra Madrock** **Taito** **\$8/R4**
 NOT based on the 1994 movie starring John Goodman. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-9F-USA.
- Football Fury** **American Sammy** **\$8/R4**
a.k.a. Ultimate Football (Japan)
 American Sammy is a subsidiary of Sammy Corporation of Tokyo, Japan. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, and a 4. #SNS-UF-USA.
- Foreman For Real Boxing** **Acclaim** **\$2/R1**
 Also released on the Genesis. Sports/Boxing. #SNS-AFEE-USA.
- Frank Thomas Big Hurt Baseball** **Acclaim** **\$2/R1**
 Also released on the Genesis. Sports/Baseball. #SNS-AFKE-USA.
- Frantic Flea** **GameTek** **\$6/R2**
 Painfully colorful side scrolling platform, with yet another marketable character. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5.5, and a 5. #SNS-AFBE-USA.
- Frogger** **Hasbro Interact** **\$6/R2**
 Based on the 1981 Sega coin-op. One of the latest releases for the SNES. An update of the original arcade game. Action/Platform/Fixed Screen. #SNS-AF7E-USA.
- Full Throttle: All-American Racing** **Cybersoft** **\$9/R5**
a.k.a. Full Power (Japan)
 Racing/Motocross/Cycle. #SNS-AFTE-USA.
- Fun 'n Games** **Tradewest** **\$15/R8**
 One of the rarest games on the system. In talking with staff who worked on the game, the total produced and released numbers 2000. Also released for the Genesis, but that version is not nearly as rare. Look for this title to become a big one in the future. Miscellaneous/Mini-Games. #SNS-7N-USA.
- F-Zero** **Nintendo** **\$2/R1 +**
 Classic futuristic driving game that has spawned 3 sequels. Also makes an appearance in Wario Ware for the GBA/GC. Also released in the million seller packaging. Sports/Futuristic. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 8. #SNS-FZ-USA.
- Gemfire** **Koei** **\$15/R4**
a.k.a. Super Royal Blood (Japan)
 Also released on the Genesis and NES. Simulation/Turn-based War/RPG Game. #SNS-RL-USA.
- Genghis Khan 2: Clan of the Gray Wolf** **Koei** **\$20/R4**
a.k.a. Super Aoki Okami to Shiroki Mezika - Gentyou Hishi (Japan)
 Also released on the Genesis. Simulation/Turn-based War/RPG

- Game. #SNS-6G-USA.
- ☐ **George Foreman's KO Boxing Acclaim** **\$2/R1**
Also released on the Genesis and NES. Sports/Boxing. #SNS-GK-USA.
- ☐ **Ghoul Patrol** **JVC** **\$3/R3**
a.k.a. Monsters (Japan)
Indirect sequel to Zombies ate my Neighbors. The development team moved to JVC after the first game. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-AGJE-USA.
- ☐ **Goal!** **Jaleco** **\$2/R1**
a.k.a. Takeda Nobuhiro no Super League Soccer (Japan)
Also released on the NES. Includes battery backup. Sports/Soccer. #SNS-SU-USA.
- ☐ **Gods** **Mindscape** **\$4/R2**
Developed by Renegade. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-GZ-USA.
- ☐ **Goof Troop** **Capcom** **\$3/R1**
Also re-released by Majesco. Action/Platform/Fixed Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-G6-USA.
- ☐ **GP-1** **Atlus** **\$3/R2**
Racing/Motocross/Cycle. #SNS-G7-USA.
- ☐ **GP-1 Part II** **Atlus** **\$6/R5**
a.k.a. GP-1 RS Rapid Stream (Japan)
Racing/Motocross/Cycle. #SNS-AGRE-USA.
- ☐ **Gradius III** **Konami** **\$3/R1 +**
Based on the 1989 Konami coin-op. Sequel to Gradius and Life Force on the NES. Excellent shooter that suffered from the first reported case of flicker and slowdown on the system. So where's 2 you ask? On the Famicom, but Life Force is the sequel we got on the NES. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-G3-USA.
- ☐ **Great Circus Mystery starring Mickey & Minnie, The** **Capcom** **\$3/R1**
a.k.a. Mickey Magical Adventure 2 (Japan)
Also released on the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-4C-USA.
- ☐ **Great Waldo Search, The** **T*HQ** **\$3/R2**
a.k.a. Wally wo Sagase (Japan)
Also released on the Genesis and NES. Educational/General. #SNS-GW-USA.
- ☐ **GunForce** **Irem** **\$5/R2**
Based on the arcade title of the same name. Action/Platform/Shooter. #SNS-GU-USA.
- ☐ **Hagane: The Final Conflict** **Hudson** **\$10/R4**
Developed by Red. Action/Platform/Hack & Slash. #SNS-AHGE-USA.
- ☐ **Hammerlock Wrestling** **Jaleco** **\$5/R5**
a.k.a. Pro Wrestling Revolution (Japan)
Fighting/Wrestling. #SNS-LJ-USA.
- ☐ **Hardball III** **Accolade** **\$2/R1**
Also released on the Genesis. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 5. #SNS-3Y-USA.
- ☐ **Harley's Humongous Adventure** **Hi-Tech Express** **\$6/R3 -**
a.k.a. Kagaku sya Harley no Haran Banjyo (Japan)
Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-HV-USA.
- ☐ **Harvest Moon** **Natsume** **\$25/R4**
a.k.a. Bokujou Monogatari (Japan)
The start of the Harvest Moon series, released late in the SNES' life. Valuable, but not as rare as it seems. Simulation/Resource Management. EASTER EGGS: To get a bonus clock, have your first house extension built before the end of the first summer. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 8. #SNS-AYWE-USA.
- ☐ **Head-On Soccer** **US Gold** **\$6/R4**
Also released on the Genesis. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, , and a . #SNS-AVSE-USA.
- ☐ **Hit The Ice** **Taito** **\$4/R2**
Based on the 1990 Williams coin-op. Also released on the Genesis, and developed, but not released for the NES. Sports/Hockey. #SNS-HC-USA.
- ☐ **Hole in One Golf, HAL's** **HAL** **\$2/R1**
The first golf game on the SNES, and one of HAL's final published games. also known as "Hal Labs". Sports/Golf. #SNS-JO-USA.
- ☐ **Home Alone** **T*HQ** **\$2/R1**
Based on the 1990 movie of the same name. Also released on the NES and Genesis, however, the Genesis title is different than the Nintendo versions. Action/Platform/Scrolling Screen. #SNS-HA-USA.
- ☐ **Home Alone 2: Lost in New York** **T*HQ** **\$3/R1**
Based on the 1992 movie of the same name. Also released on most current systems at the time. Action/Platform/Scrolling Screen. #SNS-HN-USA.
- ☐ **Home Improvement** **Absolute** **\$5/R5**
Based on the 1990's TV series starring Tim Allen. Ruff ruff ruff. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-AHIE-USA.
- ☐ **Hook** **Sony** **\$4/R2**
Based on the 1991 movie of the same name, also released on the Genesis and NES. Does anyone see a pattern forming here? Action/Platform/Scrolling Screen. #SNS-HO-USA.
- ☐ **Hunt for Red October, The** **Hi-Tech Express** **\$3/R1**
Based on the 1990 movie of the same name. Also released on the NES. Simulation/Sea Vehicle Combat. Nintendo SuperScope compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 4. #SNS-RO-USA.
- ☐ **Hurricanes** **US Gold** **\$10/R7**
Try not to laugh, a superhero type soccer playing super team. Riiight. Only notable as the game is quite hard to find. Action/Platform/Scrolling Screen. #SNS-AHUE-USA.
- ☐ **Hyper V-Ball** **Mc O'River** **\$6/R2**
a.k.a. Super Volleyball II (Japan)
More or less, the same as the first Super Volleyball released on the Genesis. (Specifically Super Volleyball by Mc O'River) Sports/Volleyball. #SNS-HQ-USA.
- ☐ **HyperZone** **HAL** **\$2/R1**
One of HAL's final published games. also known as "Hal Labs". Shooter/Scrolling Isometric. #SNS-HZ-USA.

- Ignition Factor** **Jaleco** **\$10/R4 +**
a.k.a. Fire Fighting (Japan)
 Unique game involving playing as firefighter. Fun concept, well executed. Action/Platform/Shooter. PERIODICALS: Flux Magazine gave this game a B. Electronic Gaming Monthly gave this game a 9, 8, and a 7. #SNS-AIFE-USA.
- Illusion of Gaia** **Nintendo** **\$12/R1**
a.k.a. Gaia Gensouki (Japan), Illusion of Time (PAL)
 Indirect sequel to SoulBlazer. This game was sure pushed forward by Nintendo Power. Good game, not great. The manual is called an "Explorer's Handbook", and the game also comes with a folded map. It's sequel, Terranigma, never made it out in the U.S., but saw release in Europe. Role-Playing/Third Person Real-Time. #SNS-JG-USA.
- Imperium** **Vic Tokai** **\$5/R6**
a.k.a. Kidou Soukou Dion (Japan)
 Your standard SHMUP. Nothing special. Shooter/Vertical Scrolling. #SNS-DN-USA.
- Incantation** **Titus** **\$8/R7**
 As most Titus games are, a hard to find game for the SNES. Action/Platform/Scrolling Screen. #SNS-AIYE-USA.
- Incredible Crash Dummies, The** **LJN** **\$4/R2**
 Also released on the NES and Genesis. Action/Platform/Scrolling Screen. #SNS-C7-USA.
- Incredible Hulk, The** **US Gold** **\$3/R1**
 Also released on the Genesis. Action/Platform/Scrolling Screen. #SNS-BU-USA.
- Indiana Jones' Greatest Adventures** **JVC** **\$4/R2**
 Developed by LucasArts/Factor 5. In no way similar to Indiana Jones games seen on the NES and Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-AIJE-USA.
- Inindo: Way of the Ninja** **Koei** **\$8/R4**
a.k.a. Super Inindo: Datou Nobunaga (Japan)
 Packaged with a map of Japan, circa 1581. Role-Playing/Turn-Based RPG. #SNS-IN-USA.
- Inspector Gadget** **Hudson** **\$10/R4**
 Based on the 80's cartoon of the same name. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-5G-USA.
- International Tennis Tour** **Taito** **\$3/R1**
 Also released on the Genesis. Sports/Tennis. #SNS-IT-USA.
- Irem Skins Game, The** **Irem** **\$10/R4**
a.k.a. Major Title (Japan/Europe)
 Sports/Golf. #SNS-MT-USA.
- Izzy's Quest for the Olympic Rings** **US Gold** **\$6/R4**
 Based on the insipid mascot for the 1996 Atlanta Summer Olympics. Laughable at best, also released on the Genesis. Action/Platform/Scrolling Screen. #SNS-AIZE-USA.
- J.R.R. Tolkien's The Lord of the Rings** **Interplay** **\$15/R2**
 This game was supposed to be the first game in the series, following the Fellowship of the Ring book. Further volumes would have gone along with this pattern. It is unknown whether game sales or new publications stopped this from happening. Role-Playing/Third-Person Real-Time. Mouse compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-64-USA.
- Jack Nicklaus Golf** **Tradewest** **\$2/R1**
 Also released on the NES, but not by the same company (Konami). Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 5. #SNS-JN-USA.
- James Bond Jr.** **T*HQ** **\$5/R3**
 Developed by EON Productions. Also released on the NES. Based on the early 90's cartoon series of the same name. Action/Platform/Scrolling Screen. #SNS-JJ-USA.
- Jammit** **GTE** **\$3/R3 -**
 AWW YEAH, NBA Jam type clone basketball at its worst. Sports/Basketball. #SNS-J6-USA.
- Jeopardy!** **GameTek** **\$2/R1**
 Based on the long running game show. Traditional/Game Show. Multiplayer adapter compatible. #SNS-JY-USA.
- Jeopardy! Deluxe Edition** **GameTek** **\$5/R1**
 Also re-released by Majesco. Based on the long running game show. Traditional/Game Show. #SNS-JJ-USA.
- Jeopardy! Sports Edition** **GameTek** **\$5/R1**
 Based on the long running game show. Traditional/Game Show. #SNS-BY-USA.
- Jetsons: Invasion of Planet Pirates** **Taito** **\$6/R2**
 Based on the venerable cartoon series, but not the same as the version released on the NES. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 6. #SNS-8J-USA.
- Jim Power: The Lost Dimension in 3D** **Electro Brain** **\$4/R1**
 Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and a 5. #SNS-6J-USA.
- Jimmy Connors Pro Tennis Tour** **Ubi Soft** **\$10/R3**
 Also released on the NES. Sports/Tennis. #SNS-JC-USA.
- Jimmy Houston's Bass Tournament USA** **American Sammy** **\$3/R1**
a.k.a. Bass Hissyyouhou in USA (Japan)
 I officially dub the SNES 'the bassmaster's system'. Yet another bass fishing game. American Sammy is a subsidiary of Sammy Corporation of Tokyo, Japan. Sports/Fishing. #SNS-AFUE-USA.
- Joe & Mac** **Data East** **\$3/R1**
a.k.a. Tatakae Genshijin (Japan), Joe & Mac: Caveman Ninja (PAL)
 Based on the arcade title of the same name. Also known as Caveman Ninja in Europe. This game also appeared on the NES and Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-JT-USA.
- Joe & Mac 2: Lost in the Tropics** **Data East** **\$8/R4**
a.k.a. Tatakae Genshijin 3 (Japan), Joe & Mac 3: Lost in the Tropics (PAL)
 Console (and SNES) only sequel to Joe & Mac. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-J3-USA.
- John Madden Football** **Electronic Arts** **\$1/R1**
 This and the Genesis version is where it all started. Packaged with a poster. Sports/Football. #SNS-JM-USA.
- John Madden Football '93** **Electronic Arts** **\$1/R1**
a.k.a. Pro Football '93 (Japan)

Originally packaged with a play list. Sports/Football. #SNS-MF-USA.

- ☐ **Judge Dredd** **Acclaim** **\$4/R2**
Based on the 1995 Sylvester Stallone action/sci-fi movie, which was in turn based on a long-running DC comic book series. It looks Sty Stallone may win out for most worst videogame movie tie-ins. Also released on Genesis. Packaged with poster.
Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7.5, and a 7. #SNS-AJDE-USA.
- ☐ **Jungle Book, The (Disney's)** **Virgin** **\$6/R1**
Based on the 1994 movie of the same name. Also released on the NES and Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-7K-USA.
- ☐ **Jungle Strike: The Sequel to Desert Strike** **Electronic Arts** **\$2/R1**
Sequel to... well, you know. Also re-released by Majesco. Also released on Genesis. Simulation/Air Vehicle Combat. #SNS-AJGE-USA.
- ☐ **Jurassic Park** **Ocean** **\$3/R1**
Based on the 1993 movie of the same name. Also released on Genesis and the NES Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 6. #SNS-J8-USA.
- ☐ **Jurassic Park 2: The Chaos Continues** **Ocean** **\$5/R2**
NOT based on the 1997 sequel to Jurassic Park, the Lost World. This is more of an expansion pack, than anything.
Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, and a 6. #SNS-A2JE-USA.
- ☐ **Justice League Task Force** **Acclaim** **\$3/R1**
Also released on the Genesis. Packaged with a poster.
Action/Platform/Scrolling Screen. #SNS-AJLE-USA.
- ☐ **Ka-bloey** **Kemco** **\$4/R2**
a.k.a. Bombuzal (Japan)
Developed by Mirrorsoft. also known as "Kotobuki System Co. Ltd". Puzzle/Action. #SNS-BB-USA.
- ☐ **Kawasaki Caribbean Challenge** **GameTek** **\$4/R4**
Sports/Other Sports. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5 and a 5. #SNS-KC-USA.
- ☐ **Kawasaki Superbike Challenge** **Time Warner** **\$5/R2**
Also released on Genesis. Racing/Motocross/Cycle. PERIODICALS: Flux Magazine gave this game a D. #SNS-AKEE-USA.
- ☐ **Ken Griffey Jr. Presents MLB** **Nintendo** **\$1/R1**
Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-JR-USA.
- ☐ **Ken Griffey Jr.'s Winning Run** **Nintendo** **\$1/R1**
One of the most common games on the system, along with the most common demo cart available. You'll know it's the demo when the cart has on the top "Not for Resale - Demo Only". Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 8 and a 8. #SNS-A9GE-USA.
- ☐ **Kendo Rage** **Seta** **\$5/R2**
a.k.a. Makeruna Makendou (Japan)
Actually followed by the sequel, Makeruna! Makendou Z, on the PC-FX. Action/Platform/Hack & Slash. #SNS-M1-USA.
- ☐ **Kid Klown in Crazy Chase** **Kemco** **\$8/R5**
Scary, but this is the sequel to Kid Klown on the NES. also known as

"Kotobuki System Co. Ltd". Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-ZI-USA.

- ☐ **Killer Instinct** **Nintendo** **\$1/R1**
Developed by Rare. Based on the 1994 Midway coin-op. This game was at one time a pack-in game with the Super NES console. Featured in a black shell. Also has a demo version of itself. Packaged separately with the Killer Instinct Soundtrack CD. Word up. G. Fighting/Tournament Style. EASTER EGGS: To play as the boss Eyedol, select Cinder. At the VS screen, hold right and press L, R, X, B, Y, A. PERIODICALS: Flux Magazine gave this game a C+. Electronic Gaming Monthly gave this game a 8.5, 8, 7.5, and a 7. #SNS-AKLE-USA.
- ☐ **King Arthur & the Knights of Justice** **Enix** **\$10/R6**
One of the more difficult games to find complete. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 4.5. #SNS-AAKE-USA.
- ☐ **King Arthur's World a.k.a. Royal Conquest (Japan)** **Jaleco** **\$6/R3**
Developed by Argonaut. It's Lemmings! It's King Arthur! It's King Arthur's Lemmings. It's kind of hard to play this game, and not get that vibe. Puzzle/Logic. #SNS-RC-USA.
- ☐ **King of Dragons, The** **Capcom** **\$5/R3**
Based on the 1991 Capcom coin-op. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-EI-USA.
- ☐ **King of the Monsters** **Takara** **\$3/R1**
Based on the 1991 SNK coin-op. Also released on Genesis. Fighting/Tournament Style. #SNS-KM-USA.
- ☐ **King of the Monsters 2** **Takara** **\$5/R2**
Based on the 1992 SNK coin-op. Also released on Genesis. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-KT-USA.
- ☐ **Kirby Super Star: 8 Games in One!** **Nintendo** **\$20/R3 +**
a.k.a. Hoshi no Kirby Super Deluxe (Japan), Kirby's Fun Pak (PAL)
Developed by HAL. One of the more expensive games on the system, but not very rare by any stretch, and not the rarest Kirby game on the system. A party game of sorts... a precursor to Mario Party? Miscellaneous/Mini-Games. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8.5, and a 8. #SNS-AKFE-USA.
- ☐ **Kirby's Avalanche** **Nintendo** **\$10/R1**
a.k.a. Super Puyo Puyo (Japan), Kirby's Ghost Drop (PAL)
Developed by Compile/Banpresto/HAL. Puyo Puyo? We think so. Puzzle/Action. #SNS-PQ-USA.
- ☐ **Kirby's Dream Course** **Nintendo** **\$10/R1 +**
a.k.a. Kirby Bowl (Japan)
Developed by HAL. Interesting game of golf, played with Kirby as your ball. One of the more inventive, and better games on the system. Sports/Golf. #SNS-CG-USA.
- ☐ **Kirby's Dream Land 3** **Nintendo** **\$15/R5**
Developed by HAL. Sequel to the previous two Kirby Game Boy games. The rarest Kirby game on the system - followed up by Kirby 64 on the Nintendo 64. Action/Platform/Scrolling Screen. #SNS-AFJE-USA.
- ☐ **Knights of the Round** **Capcom** **\$5/R3**
Based on the 1992 Capcom coin-op. Fighting/Side-Scrolling.

PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 7. #SNS-LO-USA.

- ☐ Kyle Petty's No Fear Racing Williams \$2/R1**
a.k.a. Circuit USA (Japan)
 Racing/F1/Indy/Stock Cars. PERIODICALS: Electronic Gaming Monthly gave this game a 6 and a 5. #SNS-AKPE-USA.
- ☐ Lagoon Kemco/Seika \$10/R2**
 One of the last games that officially say this was a Kemco and Seika co-published game. Herein, it was either one or the other. A frustrating game where your character was armed solely with a sword with the range of a butter knife. Role-Playing/Third-Person Real-Time. #SNS-LA-USA.
- ☐ Lamborghini American Titus \$7/R6**
Challenge
 Racing/Miscellaneous Racing. Light Gun compatible. #SNS-LB-USA.
- ☐ Last Action Hero Sony \$4/R2 -**
 Based on the Arnold movie from 1993. Trash. Also released on the Genesis and NES. Action/Platform/Scrolling Screen. #SNS-L5-USA.
- ☐ Lawnmower Man, The T*HQ \$5/R2**
 Based on the 1992 movie of the same name. Also released on Genesis and Sega CD. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and a 5. #SNS-LW-USA.
- ☐ Legend Seika \$8/R2**
 NOT based on the 1985 movie starring Tom Cruise. Instead, we get a bland hack 'n' slash Final Fight type game. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-6L-USA.
- ☐ Legend of the Mystical Ninja, Konami \$5/R1**
The
a.k.a. Ganbare Goemon (Japan)
 This is the game that introduced the U.S. to Goemon. Cheerfully wacky side scrolling / 3/4" action game. Action/Platform/Hack & Slash. #SNS-GG-USA.
- ☐ Legend of Zelda, The: A Link Nintendo \$5/R1 +**
To the Past
a.k.a. Zelda no Densetsu (Japan)
 One of the best games on the system, also released in the million seller packaging. Continuing the Zelda series from the NES. This is what would have been called Zelda 3. Packaged with map. Role-Playing/Third-Person Real-Time. EASTER EGGS: Who is Chris Houlihan? To find his room, start at the Sanctuary and run south with the spirit shoes until you are outside. Then, run south and stop before you hit the barrier. Proceed to run west until you are able to run south. When you run south, you should be in a wooded area with guards. Navigate this area and find the entrance to the castle grounds. While still running, go around the castle grounds to the hole where you fall into at the beginning of the game. If you did it right, you should be in a room with 45 blue rupees and a Saharasha sign that says: "My name is Chris Houlihan" and "Let's keep this between you and me." Sometimes when you are fighting Gannon, you may fall into a hole and this may happen as well. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8. #SNS-ZL-USA.
- ☐ Lemmings SunSoft \$6/R1 +**
 Developed by DMA Design. Port of the popular PC series. Also on Genesis, NES, PlayStation, Game Boy, and Game Gear Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 6. #SNS-LE-USA.
- ☐ Lemmings 2: The Tribes Sony \$8/R4 +**
 Developed by DMA Design. Port of the sequel to Lemmings, from

the PC. Also on Genesis. Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-L2-USA.

- ☐ Lester the Unlikely DTMC \$5/R2**
a.k.a. Odecake Lester (Japan)
 With good reason. Wow, a video game character where you play a dork stuck on an island. Interesting concept, and that's about it. Action/Platform/Scrolling Screen. #SNS-LY-USA.
- ☐ Lethal Enforcers Konami \$4/R2**
 Based on the 1992 Konami coin-op. Packaged with a blue Enforcer gun. The pink player two gun is sold separately. Also released on the Genesis and Sega CD. Shooter/Target Shooting "Gun Games". Konami Light Gun compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 5. #SNS-LK-USA.
- ☐ Lethal Weapon Ocean \$3/R2**
 Also on the NES and Genesis. Based on the movie series of the same name. Action/Platform/Scrolling Screen. #SNS-L3-USA.
- ☐ Liberty or Death Koei \$15/R4**
a.k.a. Dokuritsu Sensou (Japan)
 Also released on the Genesis. Simulation/Turn-based War/RPG Game. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 5. #SNS-7L-USA.
- ☐ Lion King, The (Disney's) Virgin \$3/R1**
 Also re-released by Majesco. Based on the 1994 movie. Also released on the Genesis, Game Gear, Game Boy, and the NES in Europe. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-ALKE-USA.
- ☐ Lock On Vic Tokai \$5/R4**
a.k.a. Super Air Diver (Japan/Europe)
 Action/Platform/Scrolling Screen. #SNS-AZ-USA.
- ☐ Looney Toons B-Ball SunSoft \$5/R1**
 NBA Jam meets Warner Brothers cartoons. As if NBA Jam couldn't get more cartoony. Neat game regardless. Sports/Basketball. #SNS-ALTE-USA.
- ☐ Lost Vikings II, The: Norse Interplay \$10/R2**
by Norsewest
 Developed by Silicon & Synapse. Subtitled Norse by Norsewest. Sequel to the first game of the same name, and a port of the PC version. Like Magic Boy and Big Sky Troopers, wholesalers have recently found several loads of new old stock of this game. Also released on the PlayStation. Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7.5, 7.5, and a 8. #SNS-ALVE-USA.
- ☐ Lost Vikings, The Interplay \$6/R1**
 Developed by Silicon & Synapse. Port of the PC game. Also released on the Genesis and GBA. Puzzle/Logic. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 6. #SNS-LV-USA.
- ☐ Lufia & The Fortress of Doom Taito \$15/R1 +**
a.k.a. Estopolis Biographica (Japan)
 Classic RPG, that once again, is worth more money, than it is rare. Packaged with a map. Role-Playing/Turn-Based RPG. EASTER EGGS: If you try to stay at an inn with not enough money to cover the charge, you can stay for free. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-ES-USA.
- ☐ Lufia 2: Rise of the Sinistrals Natsume \$25/R3 +**
 Sequel to the first Lufia, developed by Taito, but not published. Also packaged with a map. Role-Playing/Turn-Based RPG. #SNS-ANIE-USA.
- ☐ Madden NFL '94 Electronic Arts \$1/R1**

This is the first year that the Madden Football series was shortened to just 'Madden'. You can find the other two games under J. Originally packaged with a play list. Sports/Football. #SNS-9M-USA.

- ☐ **Madden NFL '95** **Electronic Arts** **\$1/R1**
Sports/Football. #SNS-ANLE-USA.
- ☐ **Madden NFL '96** **Electronic Arts** **\$1/R1**
Sports/Football. #SNS-A6FE-USA.
- ☐ **Madden NFL '97** **Electronic Arts** **\$1/R1**
Sports/Football. #SNS-A7NE-USA.
- ☐ **Madden NFL '98** **Black Pearl** **\$2/R2**
Developed by EA Sports. Black Pearl was a division of T*HQ. Sports/Football. #SNS-A8NE-USA.
- ☐ **Magic Boy** **JVC** **\$8/R4**
Developed by Empire Software/Blue Turtle. As with Big Sky Troopers and Lost Vikings 2, a stock of this game was found recently by wholesalers, increasing the availability greatly. Based on the PC game of the same name. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5. #SNS-YG-USA.
- ☐ **Magic Johnson's Super Slam Dunk** **Virgin** **\$2/R2**
Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 4, and a 4. #SNS-D9-USA.
- ☐ **Magic Sword** **Capcom** **\$5/R1**
Based on the 1990 Capcom coin-op. Based on the 1990 arcade game of the same name. Action/Platform/Hack & Slash. #SNS-MD-USA.
- ☐ **Magical Quest starring Mickey Mouse, The a.k.a. Mickey Magical Adventure (Japan)** **Capcom** **\$4/R1 +**
Recently re-released on the Game Boy Advance. Fun, but short, game. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-MI-USA.
- ☐ **Mario Is Missing!** **Nintendo** **\$8/R1**
Also released on the NES. The Nintendo edutainment games try to make a comeback. Packaged with a map. Educational/General. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and a 3. #SNS-MU-USA.
- ☐ **Mario Paint [w/ mouse]** **Nintendo** **\$18/R1**
Always packaged with the mouse and hard plastic mouse pad. More of pure painting program than a game. Educational/Art. EASTER EGGS: At the title screen, click on the letters in Mario Paint for various different effects and music. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-MPHM-USA.
- ☐ **Mario's Early Years!: Fun with Letters** **SW Toolworks** **\$6/R2**
Another Nintendo edutainment title. Educational/Language. #SNS-ANVE-USA.
- ☐ **Mario's Early Years!: Fun with Numbers** **SW Toolworks** **\$6/R1**
Yet another Nintendo edutainment title. Educational/Math. #SNS-YR-USA.
- ☐ **Mario's Early Years!: Pre-School Fun** **SW Toolworks** **\$6/R1**
Still yet another Nintendo edutainment title. Educational/General. #SNS-AMYE-USA.
- ☐ **Mario's Time Machine** **SW Toolworks** **\$8/R1**
Also released on the NES. The Nintendo edutainment games try to

make a comeback. Packaged with a poster. Educational/General. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6. #SNS-8M-USA.

- ☐ **Mark Davis' The Fishing Master a.k.a. Ohmono Black Bass Fishing Jinzouko Hen (Japan)** **Natsume** **\$2/R2**
Sports/Fishing. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and a 6.5. #SNS-AOAE-USA.
- ☐ **Marvel Super Heroes: War of Capcom the Gens** **Capcom** **\$6/R1**
A late release game. This has nothing in common game-wise with the arcade/PSX/Saturn Capcom fighting game of a similar name. A bland, sticky side scrolling beat-em-up. Action/Platform/Scrolling Screen. #SNS-AHZE-USA.
- ☐ **Mary Shelley's Frankenstein Interplay** **Interplay** **\$4/R2**
Based on the 1994 movie of the same name. Also released on Genesis. Packaged with a poster. Action/Platform/Scrolling Screen. #SNS-AFRE-USA.
- ☐ **Mask, The** **Malibu** **\$8/R4**
Based on the 1994 Jim Carrey movie. Malibu was a division of T*HQ. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 6.5, 6.5, and a 6.5. #SNS-AMGE-USA.
- ☐ **Math Blaster Episode 1** **Davidson** **\$14/R6**
Port of the popular learning PC series. Also released on the Genesis. Although the title suggests it, there was no Episode 2 or beyond released, at least not on the SNES or Genesis. Educational/Math. #SNS-AMME-USA.
- ☐ **Maui Mallard: Cold Shadow** **Nintendo** **\$6/R2**
Shhh, it's really a Donald Duck game. Published by Nintendo for no good reason. (Somewhat like Mega Man 6 on the NES) Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 8. #SNS-AZBE-USA.
- ☐ **Mecarobot Golf** **Toho** **\$5/R2**
a.k.a. Serizawa Birdie Try (Japan)
Sports/Futuristic. #SNS-TS-USA.
- ☐ **MechWarrior** **Activision** **\$4/R1**
a.k.a. BattleTech (Japan)
Based on the popular PC series by FASA. Action/Mech Battle/Sim. #SNS-WM-USA.
- ☐ **MechWarrior 3050** **Activision** **\$8/R5**
a.k.a. BattleTech 3050 (Japan)
Based on the popular PC series by FASA. Sequel to the aforementioned MechWarrior. Action/Mech Battle/Sim. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 5.5, and a 5. #SNS-A35E-USA.
- ☐ **Mega Man 7** **Capcom** **\$20/R2 +**
a.k.a. Rockman 7 (Japan)
This game continues the Mega Man series where it left off on the NES. This title was rumored to be in development for the NES, but it is most likely just that - a rumor. The next, and final normal numbered title, 8, was released on the PSX. And for those of you going on to read Mr. Santulli's Slant, we still haven't found where he keeps his crack - but it must be pretty good. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7, 7, and a 7. SANTULLI SLANT: Allow me to lay a little religious metaphor on ya. Dr. Light is God. Dr. Wily is Satan. Mega Man is Christ. Hey, you thought you were buying a video game book and look at all the insights you get. Metaphors are just another free service we offer here at Digital Press. Have a nice

day. [Gr: 8, So: 8, Ga: 8, Ov: 8] #SNS-A7RE-USA.

- Q Mega Man X** Capcom \$8/R1 +
a.k.a. Rockman X (Japan)
 This title took the series in a different direction, in a future time. There is also some speculation that this game was not Mega Man related at all in development (making sense, in some ways without Manned bosses and so on), but was later adapted to the Mega Man name. Also re-released by Majesco. Action/Platform/Shooter.
 EASTER EGGS: Hadden? First, get every power-up and beat every normal boss. Go to Armored Armadillo's level. Reach the final mine cart, which launches you through the air at the end of the level. Just before you reach the wall, jump up and climb the wall. At the top, there will be a large Energy Unit. Get it, and then jump into the pit and die. Repeat this step five times. On the fifth time through, a capsule will appear on that same ledge. Dr. Light will then give you a Ryu-style fireball for Mega Man to use. You will need full energy to use this move, but it will kill anything in one shot. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-RX-USA.
- Q Mega Man X2** Capcom \$20/R2
a.k.a. Rockman X2 (Japan)
 More expensive than it is rare. Action/Platform/Shooter. PERIODICALS: Flux Magazine gave this game a B. Electronic Gaming Monthly gave this game a 8, 8, 8, and a 6. #SNS-ARXE-USA.
- Q Mega Man X3** Capcom \$30/R2
a.k.a. Rockman X3 (Japan)
 From here, the series continued on the PlayStation and PlayStation 2. (Currently at X7) Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7.5, 7, and a 7. #SNS-AR3E-USA.
- Q Mega Man's Soccer** Capcom \$15/R2
a.k.a. a. Rockman Soccer (Japan)
 It's Mega Man! It's soccer! Mega Man Soccer. An interesting concept, not well executed. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6. #SNS-RQ-USA.
- Q Metal Combat: Falcon's Revenge** Nintendo \$5/R2
 Sequel to Battleclash, also requiring the Super Scope. Shooter/Target Shooting "Gun Games". Nintendo SuperScope compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 7. #SNS-KD-USA.
- Q Metal Marines** Namco \$15/R4
a.k.a. Militia (Japan)
 An uncommon to rare game that gets more monetary attention than it deserves. It is unknown why this game fetches more than it should, most likely due to the game isn't that bad. Simulation/Real-Time Strategy. #SNS-6M-USA.
- Q Metal Morph** FCI \$6/R2
 FCI stands for "Fujisankei Communications International". Shooter/360 Degrees. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 5. #SNS-AMHE-USA.
- Q Metal Warriors** Konami \$20/R3
 The indirect sequel to Cybernator, also for the SNES. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7.5. #SNS-AWME-USA.
- Q Michael Andretti's Indy Car Challenge** Bullet Proof \$2/R1
 Racing/F1/Indy/Stock Cars. #SNS-AMAE-USA.
- Q Michael Jordan: Chaos in the** Electronic Arts \$3/R2

Windy City

Just when you thought it was safe to forget Shaq-Fu, Michael Jordan gets his own game, this time a side scrolling platformer. Yeah, Mike fits right in with Bubsy and Aero the Acrobat perfectly. Action/Platform/Scrolling Screen. #SNS-AWCE-USA.

- Q Mickey Mania: Timeless Adventures of Mickey Mouse** Sony \$5/R1
 Developed by Traveller's Tales. Well animated Mickey game. Also released on the Genesis. Packed with a larger foldout poster. Action/Platform/Scrolling Screen. #SNS-AMIE-USA.
- Q Mickey's Ultimate Challenge** Hi-Tech Express \$7/R2
 The ultimate challenge, by the way, is playing through yet another average side scroller. Action/Platform/Scrolling Screen. #SNS-6U-USA.
- Q Micro Machines** Ocean \$8/R4
 Similar, but not directly a port of the Micro Machines for the NES. Also on the Genesis. Racing/Miscellaneous Racing. #SNS-AH3E-USA.
- Q Might & Magic III: Isles of Terra** FCI \$15/R5
 Direct sequel to the Genesis Might and Magic (which was in fact M&M2: Gates to Another World), both of which are ports of their respective PC versions. Packaged with a map. FCI stands for "Fujisankei Communications International". Role-Playing/First-Person RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 5. #SNS-3H-USA.
- Q Mighty Morphin' Power Rangers** Bandai \$3/R1
 Based on the early 1990's dubbed kids action series. Also released on Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-52-USA.
- Q Mighty Morphin' Power Rangers: Fighting Edition** Bandai \$6/R2
 Based on the early 1990's dubbed kids action series. Also released on Genesis. Fighting/Tournament Style. #SNS-A3RE-USA.
- Q Mighty Morphin' Power Rangers: The Movie** Bandai \$6/R1
 Featuring Ivan Ooze. Ooh. Aah. Based on the 1995 kid's movie. Action/Platform/Scrolling Screen. EASTER EGGS: And now you can PLAY as Ivan Ooze - are you excited yet? Press X, Y, and Start at the same time on the player select screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 5.5, 5, and a 5. #SNS-A2RE-USA.
- Q Miracle Piano Teaching System, The** SW Toolworks \$20/R7
 Packaged with the Miracle Piano itself, the price reflects solely the cart! Also released on Genesis and NES Educational/General. #SNS-MR-USA.
- Q MLBPA Baseball** Electronic Arts \$2/R1
a.k.a. Fighting Baseball (Japan)
 Early incarnation of the Triple Play and MVP baseball series, both by EA. Also released on Genesis. Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 6. #SNS-XH-USA.
- Q Mohawk & Headphone Jack** Black Pearl \$12/R5
 One of the harder games to find complete. Comes with a music CD inside. Black Pearl was a division of TTHQ. Action/Platform/Scrolling Screen. #SNS-AJYE-USA.
- Q Monopoly** Parker Bros \$5/R1
 Based on the board game of the same name. Also re-released by

Majesco. Traditional/Game Show. #SNS-ML-USA.

- **Mortal Kombat** **Acclaim** **\$2/R1**
Based on the 1992 Midway coin-op. Look out, Johnny Cage is going to SWEAT on you. In a genius move by Nintendo, the blood in this game was removed (and impossible to bring back with a code like the Genesis version), and colored white. Hence, sweat. Fighting/Tournament Style. EASTER EGGS: In the Pit, get a double flawless victory with a fatality of choice. You should then fight Reptile. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-KX-USA.

- **Mortal Kombat 3** **Williams** **\$3/R1**
Based on the 1995 arcade game of the same name, blood intact. Also released on the Genesis and PlayStation. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8.5, and a 8. #SNS-A3ME-USA.

- **Mortal Kombat II** **Acclaim** **\$2/R1 +**
Developed by Probe. Based on the 1993 arcade game of the same name, blood intact. Probably the best arcade port released on any system at the time. Very spot on. Also released on the Genesis, Game Boy, and Game Gear. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-28-USA.

- **Mr. Do!** **Black Pearl** **\$20/R4**
Developed by Imagineer. Based on the 1982 Universal coin-op. Can often fetch more money than listed here. Black Pearl was a division of T*HQ. Action/Platform/Fixed Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 5, 5, and a 3. #SNS-AUNE-USA.

- **Mr. Nutz** **Ocean** **\$12/R6**
Fairly rare game, that saw limited distribution. Still yet another marketable platformer character. Action/Platform/Scrolling Screen. #SNS-NB-USA.

- **Ms. Pac-Man** **Williams** **\$5/R1**
Based on the 1981 Midway coin-op. Also released on every system, ever. (Almost) Action/Platform/Fixed Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7, 7, and a 5. #SNS-ANBE-USA.

- **Musya: Classic Japanese Tale of Horror** **Seta** **\$12/R4**
Action/Platform/Scrolling Screen. #SNS-MY-USA.

- **MVP Football** **Capcom** **\$2/R2**
Sports/Football. #SNS-NL-USA.

- **Natsume Championship Wrestling** **Natsume** **\$3/R1**
Fighting/Wrestling. #SNS-7W-USA.

- **NBA All-Star Challenge** **LJN** **\$2/R1**
Also released on the Genesis. Sports/Basketball. #SNS-NB-USA.

- **NBA Hang Time** **Midway** **\$3/R1**
Based on the 1996 Midway coin-op. The logical next step in the evolution of the NBA Jam type basketball game. Also released on the Genesis and PSX. Sports/Basketball. #SNS-AXGE-USA.

- **NBA Jam** **Acclaim** **\$1/R1**
Original arcade game designed by Steve "Snake" Palmer and Mark Turnell. Based on the 1993 arcade game, this started it all. Incredibly popular game, and the widespread release show in the rarity and value. Sports/Basketball. EASTER EGGS: Ladies and Gentlemen, the (former) President of the United States, Bill Clinton. On the name input screen, put in A, then R and then highlight K. Hold the Start and L buttons down and hit X. How about some Al 'Siamejam' Gore action as well? Put in NE and highlight T. Hold L and

R, and press A. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-8N-USA.

- **NBA Jam Tournament Edition** **Acclaim** **\$2/R1**

Again, based on the same upgrade the arcade game received. If anyone asks you what video game features Prince Charles of England, the Fresh Prince of Bel Air, and Hillary Clinton, tell 'em: NBA Jam TE on the SNES. They doubled the amount of cameo players when they added the TE. Sports/Basketball. PERIODICALS: Flux Magazine gave this game a A. Electronic Gaming Monthly gave this game a 9 and a 8. #SNS-AJTE-USA.

- **NBA Live '95** **Electronic Arts** **\$1/R1**

The next progression in EA's line of basketball games, previously incarnated as the Bulls vs. the Lakers. Sports/Basketball. #SNS-ANBE-USA.

- **NBA Live '96** **Electronic Arts** **\$1/R1**

Also released on the Genesis. Sports/Basketball. #SNS-A6BE-USA.

- **NBA Live '97** **Electronic Arts** **\$1/R1**

Also released on the Genesis. Sports/Basketball. #SNS-A7LE-USA.

- **NBA Live '98** **Black Pearl** **\$2/R2**

Developed by EA Sports. Also released on the Genesis. Black Pearl was a division of T*HQ. Sports/Basketball. #SNS-A8LE-USA.

- **NBA Showdown** **Electronic Arts** **\$2/R1**

a.k.a. **NBA Pro Basketball '94: Bulls vs. Suns (Japan)**
Sports/Basketball. #SNS-6N-USA.

- **NBA: Give 'n Go** **Konami** **\$3/R1**

a.k.a. **NBA Jikkyo Basketball - Winning Dunk (Japan)**
Sports/Basketball. #SNS-ANJE-USA.

- **NCAA Basketball** **Mindscape** **\$3/R1**

a.k.a. **Super Dunk Shot (Japan)**
Sports/Basketball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-DU-USA.

- **NCAA Final Four Basketball** **Mindscape** **\$3/R1**

Sports/Basketball. #SNS-AFIE-USA.

- **NCAA Football** **Mindscape** **\$2/R1**

a.k.a. **Super Dunk Shot (Japan), World League Basketball (PAL)**
Sports/Football. #SNS-AFBE-USA.

- **Newman Haas IndyCar** **Acclaim** **\$4/R2**

featuring Nigel Mansell
Racing/F1/Indy/Stock Cars. #SNS-ANME-USA.

- **NFL Football** **Konami** **\$2/R1**

Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 5. #SNS-NF-USA.

- **NFL Quarterback Club** **LJN** **\$1/R1**

Also released on the Genesis. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8 and a 7. #SNS-Q9-USA.

- **NFL Quarterback Club '96** **Acclaim** **\$1/R1**

Also released on the Genesis. Sports/Football. #SNS-AQBE-USA.

- **NHL '94** **Electronic Arts** **\$1/R1**

a.k.a. **NHL Pro Hockey '94 (Japan)**
Also released on the Genesis. Sports/Hockey. #SNS-4H-USA.

- **NHL '95** **Electronic Arts** **\$1/R1**

Also released on the Genesis. Packaged with roster map.

Sports/Hockey. #SNS-ANHE-USA.

- ❑ **NHL '96** **Electronic Arts** **\$1/R1**
Also released on the Genesis. Sports/Hockey. PERIODICALS: Flux Magazine gave this game a A. #SNS-A6HE-USA.
- ❑ **NHL '97** **Electronic Arts** **\$1/R1**
Also released on the Genesis. Sports/Hockey. #SNS-AH7E-USA.
- ❑ **NHL '98** **Electronic Arts** **\$2/R2**
Also released on the Genesis. Sports/Hockey. #SNS-AH8E-USA.
- ❑ **NHL Stanley Cup Hockey** **Nintendo** **\$1/R1**
Is this the true sequel to Ice Hockey for the NES? Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and a 5. #SNS-NH-USA.
- ❑ **NHLPA Hockey '93** **Electronic Arts** **\$1/R1**
The beginning of the NHL series for EA. Also released on the Genesis. Sports/Hockey. #SNS-HY-USA.
- ❑ **Nickelodeon 'Guts'** **Viacom** **\$8/R4**
Sports/Extreme Games. #SNS-ANGE-USA.
- ❑ **Nigel Mansell's World Championship Racing** **GameTek** **\$6/R2**
Also released on the Genesis and NES. Racing/F1/Indy/Stock Cars. #SNS-MB-USA.
- ❑ **Ninja Gaiden Trilogy** **Tecmo** **\$25/R4**
a.k.a. Ninja Ryukenden Tomoe (Japan)
One of the more desired games on the system. This rolls the acclaimed series up in one nice 16-bit package. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 6.5, 6.5, and a 6. #SNS-ANRE-USA.
- ❑ **Ninja Warriors** **Taito** **\$10/R6**
a.k.a. Ninja Warriors Again, The (Japan)
Based on the 1987 double screen arcade game. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-NI-USA.
- ❑ **No Escape** **Sony** **\$12/R7**
Based on the 1994 movie starring Ray Liotta. Definitely one of the harder games to find, especially complete. Also on the Genesis. Action/Platform/Scrolling Screen. #SNS-ANOE-USA.
- ❑ **Nobunaga's Ambition** **Koei** **\$10/R2**
a.k.a. Super Nobunaga no Yabou Zenkokuban (Japan)
Also released on the Genesis and NES. Simulation/Turn-based War/RPG Game. #SNS-NZ-USA.
- ❑ **Nobunaga's Ambition: Lord of Darkness** **Koei** **\$15/R5**
a.k.a. Super Nobunaga no Busyo Fuunroku (Japan)
Simulation/Turn-based War/RPG Game. #SNS-IZ-USA.
- ❑ **Nolan Ryan's Baseball** **Romstar** **\$3/R2**
Sports/Baseball. #SNS-NR-USA.
- ❑ **Nosferatu** **Seta** **\$8/R2**
The game itself is like Prince of Persia meets Dracula. Like Lost Vikings 2 and Magic Boy, this game has recently been found by wholesalers in large supply, so it is more available than it has been. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6.5, and a 6.5. #SNS-NS-USA.
- ❑ **Obitus** **Bullet Proof** **\$4/R3**
Role-Playing/First-Person RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 5. #SNS-TB-USA.

- ❑ **Ogre Battle: March of the Black Queen** **Enix** **\$20/R4**
Developed by Imagineer/Quest. Highly desired strategy game by Enix. Packaged with two chart maps. Role-Playing/Turn-Based/Battle-Contric. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8, 8, and a 7. #SNS-OB-USA.
- ❑ **Olympic Summer Games** **Black Pearl** **\$2/R2**
Based on the 1996 Olympic Summer Games in Atlanta. Black Pearl was a division of T*HQ. Sports/Multi-Sports. #SNS-AO9E-USA.
- ❑ **On the Ball** **Taito** **\$8/R5**
a.k.a. Cameltry (Japan)
Based on the 1989 Taito "Cameltry" coin-op. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-CT-USA.
- ❑ **Operation Europe: Path to Victory 1939-45** **Koei** **\$20/R4**
a.k.a. Europe Sensen (Japan)
Packaged with a map. Simulation/Turn-based War/RPG Game. #SNS-YP-USA.
- ❑ **Operation Thunderbolt** **Taito** **\$9/R6**
Based on the 1988 Taito coin-op. Direct sequel to Operation Wolf for the NES and Arcade. This game as well, is based on the arcade game, released in 1988. Shooter/Target Shooting "Gun Games". #SNS-36-USA.
- ❑ **Operation: Logic Bomb** **Jaleco** **\$8/R5**
a.k.a. Ikari no Yousai (Japan)
Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 6. #SNS-IY-USA.
- ❑ **Oscar** **Titus** **\$10/R7**
Action/Platform/Scrolling Screen. #SNS-AOZE-USA.
- ❑ **Out of this World** **Interplay** **\$4/R1**
a.k.a. Outer World (Japan), Another World (PAL)
Developed by Delphine Studios. Original game designed by Eric Chahi. Witness the early origins of cel shading in video games, as evidenced in this superlative sci-fi adventure which first appeared in 1991. Based on the PC game of the same. Also released on the Genesis. Role-Playing/Side View Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 8. #SNS-TW-USA.
- ❑ **Out to Lunch** **Mindscape** **\$8/R4**
Almost looks like the sequel to Panic Restaurant for the NES... almost. Action/Platform/Scrolling Screen. #SNS-PB-USA.
- ❑ **Outlander** **Mindscape** **\$2/R2**
Also released for the Genesis. Racing/Miscellaneous Racing. #SNS-LD-USA.
- ❑ **Pac-Attack** **Namco** **\$4/R3**
Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-P9-USA.
- ❑ **Pac-in-Time** **Namco** **\$8/R6**
Developed by Kalisto/Atried. Yet another side scroller platformer, at least we've heard of the marketable character this time! Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-APTE-USA.
- ❑ **Packy & Marlon** **RayaSystems** **\$10/R5**
One of the four health games released for the SNES by Raya. This game is the rarest of the four. This game deals with diabetes (again). Action/Platform/Scrolling Screen. #SNS-APYE-USA.
- ❑ **Pac-Man 2: The New Adventures** **Namco** **\$10/R2**

a.k.a. Hello! Pac-Man (Japan)

Also re-released by Majesco. A truly interesting game where you have no control over Pac-Man, other than a slingshot and the power of suggestion. A game ahead of its time. Simulation/Life Development. EASTER EGGS: To play the original arcade Pac-Man, enter PCMDPWW. To play the original arcade Ms. Pac-Man, enter MSPCMD. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 7. #SNS-25-USA.

- ❑ **Pagemaster, The** Fox Interactive **\$6/R2**
Based on the 1994 movie of the same name. Also released on the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-APME-USA.

- ❑ **Paladin's Quest** Enix **\$9/R4**
a.k.a. Lennus (Japan)
Packaged with a map and monster chart. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 6, and a 5. #SNS-LN-USA.

- ❑ **Paperboy 2** Mindscape **\$6/R2**
Developed by Tengen. Sequel to the original Paperboy in the arcade, NES, Genesis, and so on. Also re-released by Majesco, and also released on the NES and Genesis as well. Shooter/360 Degrees. #SNS-P2-USA.

- ❑ **Peace Keepers, The** Jaleco **\$8/R4**
a.k.a. Rushing Beat Syura (Japan)
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 4. #SNS-R6-USA.

- ❑ **PGA European Tour Golf** T*HQ **\$2/R1**
Another title that would eventually become the Tiger Woods series. Includes battery backup and SA-1 chip. Sports/Golf. #SNS-AEPE-USA.

- ❑ **PGA Tour '96** Black Pearl **\$6/R3**
Developed by EA Sports. Includes battery backup and SA-1 chip. Black Pearl was a division of T*HQ. Sports/Golf. #SNS-A3GE-USA.

- ❑ **PGA Tour Golf** Electronic Arts **\$2/R1**
The original PGA series was EA's first foray into the golf franchise world. Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 4. #SNS-PG-USA.

- ❑ **Phalanx** Kemco **\$4/R1**
It's hard to ignore it, but this game clearly had the most bizarre box art in the history of gaming. If you know what a old hillbilly with a banjo has to do with a shoot'em up, send them to wow@thatsreallyweird.com also known as "Kotobuki System Co. Ltd". Shooter/Horizontal Scrolling. #SNS-PH-USA.

- ❑ **Phantom 2040** Viacom **\$3/R3**
Based on the old comic book series of the same name. Action/Platform/Scrolling Screen. PERIODICALS: Flux Magazine gave this game a B-. Electronic Gaming Monthly gave this game a 8.5, 7, 6, and a 6. #SNS-A24E-USA.

- ❑ **Pieces** Atlus **\$10/R7**
a.k.a. Jigsaw Party (Japan)
Developed by Hori Electric. One of the rarest titles for the system. Pieces is what it implies, a jigsaw puzzle game. And you wonder why there's not many out there. Puzzle/Trivia/Quiz. EASTER EGGS: You can steal your opponent's pieces. Hold B until the pointer begins to flash. Then, select a piece from your opponent's field and press A to release it. Fun! PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-ZS-USA.

- ❑ **Pilotwings** Nintendo **\$3/R1**
Excellent flight simulator, followed up by the even better, and quite

terrifically amazing Pilotwings 64. Hey! Come back here, we were joking. This editor loves P64, but your mileage may vary. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-PW-USA.

- ❑ **Pinball Dreams** GameTek **\$5/R5**

a.k.a. Pinball Pinball (Japan)

Your standard pinball game, using different types of 'dream' boards to play on. Yawn. Traditional/Video Pinball. #SNS-7D-USA.

- ❑ **Pinball Fantasies** GameTek **\$8/R6**

Sequel to Pinball Dreams. Less fantasies, more of the same thing. Traditional/Video Pinball. #SNS-APFE-USA.

- ❑ **Pink Goes to Hollywood** TecMagik **\$5/R1**

Also on Genesis. Marketable? Check. Platformer? Check. And to boot we get a licensed character. Excited yet? Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-YW-USA.

- ❑ **Pinocchio** Virgin **\$5/R1**

Also released on the Genesis. Based on the 1940 movie of the same name. Action/Platform/Scrolling Screen. #SNS-ACGE-USA.

- ❑ **Pirates of Dark Water, The** SunSoft **\$8/R4**

Based on the early 1990s cartoon show of the same name, also on Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-8P-USA.

- ❑ **Pitfall: The Mayan Adventure** Activision **\$4/R1**

16-bit update of the classic game, also released on the Sega CD, Genesis, and Jaguar. The original is also hidden in this game as well. Packaged with a map. Action/Platform/Scrolling Screen. EASTER EGGS: To play the original Pitfall, at the title screen, enter A, A, A, A, A, Select, and Start. You can also access it mid-game in the ruins level. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 7. #SNS-APAE-USA.

- ❑ **Pit-Fighter** T*HQ **\$2/R1**

Based on the 1990 Atari coin-op. Based on the 1990 arcade brawler. Also released on the Genesis. Fighting/Side-Scrolling. #SNS-PF-USA.

- ❑ **Plok!** Tradewest **\$6/R2 +**

Fun game where the hero (Plok) fights by throwing his limbs at his opponents. Yet another character platformer, but this one has some style. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7. #SNS-P4-USA.

- ❑ **Pocky and Rocky** Natsume **\$10/R3**

a.k.a. Kikikaikai - Nazo no Kuro Manto (JP)

Developed by Taito. Recently re-released on the Game Boy Advance. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 8. #SNS-KK-USA.

- ❑ **Pocky and Rocky 2** Natsume **\$15/R6**

a.k.a. Kikikaikai - Tukiyo-zoushi (Japan)

Developed by Taito. Direct sequel to the original Pocky. Rare and expensive at the same time. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-29-USA.

- ❑ **Populous** Acclaim **\$4/R1 +**

Developed by Bullfrog. One of the first third party games released for the SNES. Also released on the Genesis. Based on the popular PC title. Simulation/Life Development. #SNS-PO-USA.

- ❑ **Porky Pig's Haunted Holiday** SunSoft **\$4/R2**

Sunsoft continues the Warner Bros licenses with this game. Porky

Pig... how exciting. Action/Platform/Scrolling Screen.

PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6.5, and a 5.5. #SNS-APPE-USA.

- Q Power Instinct** **Atlus** **\$6/R2**
a.k.a. Gouketuji Ichizoku (Japan)
 Developed by Atlus. Based on the 1993 Atlus coin-op. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 5. #SNS-AGKE-USA.
- Q Power Moves** **Kaneko** **\$6/R2 -**
a.k.a. Power Athlete (Japan)
 Completely dull 2d fighting game. Also released on the Genesis. Fighting/Tournament Style. #SNS-P3-USA.
- Q Power Piggs of the Dark Age** **Titus** **\$9/R4**
 Huh? Almost as bizarre as the Biker Mice from Mars, but not based on a cartoon series? If you have any idea where this series came from, feel free to visit Digital Press and tell our collecting forum about it. At least it's fairly uncommon, almost rare. Action/Platform/Scrolling Screen. #SNS-AOTE-USA.
- Q Power Rangers Zeo: Battle Racers** **Bandai** **\$10/R4**
 Yet another Power Rangers license, this time, a bad Mario Kart clone. Based on one of the later incarnations of the Power Ranger series (i.e. when they ran out of episodes to dub from one series, and had to move to another) Racing/Kart Racing. #SNS-A4RE-USA.
- Q Prehistorik Man** **Titus** **\$7/R6**
a.k.a. P-Man (Japan)
 Side scrolling platformer. Yet another new character. The K in Prehistorik makes it cool. Yeah. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8.5. #SNS-APUE-USA.
- Q Primal Rage** **Time Warner** **\$4/R2**
 Developed by Bitmasters, Inc. Based on the 1994 Atari Games coin-op. Also appears on the Genesis. Fighting/Tournament Style. #SNS-ARBE-USA.
- Q Prince of Persia** **Konami** **\$6/R1 +**
 Developed by Broderbund/Artsy. Direct port of the original PC game, with updated graphics. Still a classic. Also released on the NES, Genesis, Sega CD, Game Boy, and Game Gear. Action/Platform/Scrolling Screen. #SNS-PR-USA.
- Q Prince of Persia 2** **Titus** **\$12/R6**
 Direct port of the sequel to the PC game, with updated graphics. Action/Platform/Scrolling Screen. #SNS-AOPE-USA.
- Q Pro Quarterback** **Tradewest** **\$2/R1**
 Also released on the Genesis. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-QB-USA.
- Q Pro Sport Hockey** **Jaleco** **\$8/R3**
a.k.a. USA Ice Hockey (Japan)
 Also released on the NES. Sports/Hockey. #SNS-UI-USA.
- Q PTO 2: Pacific Theater of Operations** **Koei** **\$25/R4**
a.k.a. Teitoku no Ketsudan 2 (Japan)
 Simulation/Turn-based War/RPG Game. #SNS-ATEE-USA.
- Q PTO: Pacific Theater of Operations** **Koei** **\$20/R3**
a.k.a. Teitoku no Ketsudan (Japan)
 Also a bit wack. Wait a second, this is a video game publication, not a pop culture reference. Koei takes its medieval strategy games to World War II. Packaged with a map of the P.T. of the P.T.O. Simulation/Turn-based War/RPG Game. PERIODICALS: Electronic

Gaming Monthly gave this game a 7, 6, 6, and a 5. #SNS-TK-USA.

- Q Pushover** **Ocean** **\$8/R4**
 Based on the 1992 Ocean coin-op. Puzzle/Action. #SNS-PV-USA.
- Q Q*Bert 3** **NTVIC** **\$12/R5**
 What looks to be a direct sequel to Q*Bert's Qubes, Q*Bert 3 seems to be nothing more than an update of the original. Action/Platform/Fixed Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 4. #SNS-Q3-USA.
- Q Race Drivin'** **T*HQ** **\$6/R4**
 Developed by Tengen. Based on the 1990 arcade game, which was the sequel to 1988 arcade game Hard Drivin. Also released on the Genesis. Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and a 4. #SNS-RV-USA.
- Q Radical Rex** **Activision** **\$7/R6**
 Also released on the Genesis and Sega CD. In the vein of Aero, Zero, Bubsy, Prehistorik Man, and their seemingly endless group of friends. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5. #SNS-ARRE-USA.
- Q Raiden Trad** **Electro Brain** **\$6/R2**
a.k.a. Raiden Densetsu (Japan)
 Developed by Toei/Micronics. Along with Darius, the shoot-em-up Raiden series makes an appearance on the SNES. Shooter/Vertical Scrolling. #SNS-RD-USA.
- Q Rampart** **Electronic Arts** **\$4/R1**
 Developed by Bitmasters, Inc. Based on the 1990 Atari coin-op. Also released for the Genesis and NES. Puzzle/Logic. #SNS-RM-USA.
- Q Ranma 1/2: Hard Battle** **DTMC** **\$10/R3**
a.k.a. Ranma + - Bakuretsu Rantou Hen (Japan)
 Based on the anime series of the same name. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-R2-USA.
- Q RapJam Volume One** **Mandingo** **\$2/R4**
 It's not what you think it is (Thank the heavens!), it's just yet another NBA Jam clone. Can the names get any worse? Sports/Basketball. #SNS-ARVE-USA.
- Q Realm** **Titus** **\$12/R6**
 Action/Platform/Scrolling Screen. #SNS-ARQE-USA.
- Q Redline F-1 Racer** **Absolute** **\$8/R4**
 Developed by G. Amusements. Racing/F1/Indy/Stock Cars. #SNS-6R-USA.
- Q Relief Pitcher** **Left Field** **\$10/R6**
 Developed by Tengen. Based on the 1992 Atari coin-op. Sports/Baseball. #SNS-SR-USA.
- Q Ren & Stimpy Show, The: Buckaroo\$!** **T*HQ** **\$5/R2**
 Based on the early 90's cartoon series. Also released on the NES. Action/Platform/Scrolling Screen. #SNS-ARBE-USA.
- Q Ren & Stimpy Show, The: Fire Dogs** **T*HQ** **\$12/R7**
 Based on the early 90's cartoon series, specifically the fire dog cartoon (where Ren and Stimpy painted themselves like Dalmations). Rental exclusive, making this one quite hard to find, especially mint and label free. Action/Platform/Scrolling Screen. #SNS-6Y-USA.
- Q Ren & Stimpy Show, The: Time Warp** **T*HQ** **\$6/R3**
 Based on the early 90's cartoon series, and specifically the cartoon

also titled Time Warp. Action/Platform/Scrolling Screen.

PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-ARTE-USA.

Ren & Stimpy Show, The: T*HQ \$3/R1
Veediots!

Based on the early 90's cartoon series. The first to be released on the SNES. Packaged with a poster. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 4. #SNS-V8-USA.

Revolution X featuring Aerosmith Acclaim \$3/R1

Based on the 1994 arcade gun game. Never has a cheesier license been made. Alllriiiiight, muuusic is the powwwahh. Also released on the Genesis. Shooter/Target Shooting "Gun Games". PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5, 3.5, and a 3. #SNS-AXRE-USA.

Rex Ronan: Experimental RayaSystems \$12/R4
Surgeon

The last in the series of four health games by Raya. This game deals with surgery, and the body's internal workings more than anything specific. Action/Platform/Scrolling Screen. #SNS-XR-USA.

Riddick Bowe Boxing Extreme \$5/R1

Sports/Boxing. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 7, 7, and a 6. #SNS-XG-USA.

Rise of the Phoenix Koei \$6/R4

a.k.a. Kouryuuki (Japan)

Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6. #SNS-OG-USA.

Rise of the Robots Acclaim \$4/R2 -

Developed by Mirage/T&E Soft. The worst one on one fighting game ever? Probably. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 4, 4, and a 4. #SNS-AROE-USA.

Rival Turf Jaleco \$4/R2

a.k.a. Rushing Beat (Japan)

Final Fight clone with horrendous box 'art'. Would be as bad the Phalanx box art, if it didn't have something to do with the game. Fighting/Side-Scrolling. EASTER EGGS: Want to be as 'bad' and 'rad' as the guys on the cover? At the high score screen, enter your name as CHRCONF. A config screen will appear that will allow you to name the characters to whatever you want, including 'MrRadical' and 'GnarlyMan'. Well... maybe not. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-RB-USA.

Road Riot 4WD T*HQ \$4/R4

Developed by Tengen. Based on the 1992 ATV arcade game by Atari. Racing/Rally/Off-Road. #SNS-RR-USA.

Road Runner's Death Valley SunSoft \$4/R1
Rally

a.k.a. Road Runner Vs. Wyley Coyote (Japan), Road Runner (PAL)

Sounds like it could be an update to the 1985 arcade game, but it's not. A side scroller in the vein of the previous Warner Bros. Cartoon tie-ins from before. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-DV-USA.

RoboCop 3 Ocean \$5/R2

Based on the 1993 movie. Also released on the NES. Action/Platform/Shooter. #SNS-R3-USA.

RoboCop vs. Terminator Virgin \$4/R2

Also released on the Genesis, and ROM is available for the NES.

The SNES release features a hard plastic shell around the box.

Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 6. #SNS-VR-USA.

RoboTrek Enix \$10/R4

a.k.a. Slap Stick (Japan)

Developed by Quintet. Cute RPG that combined Final Fantasy... and robots. From the makers of SoulBlazer and ActRaiser. Packaged with item chart. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-E9-USA.

Rock 'n Roll Racing Interplay \$12/R3 +

Developed by Silicon & Synapse. Plays like a futuristic update to RC Pro Am on the NES. The price of this game has been steadily rising, mainly due to it being a fun game. Also released on the Genesis. Racing/Rally/Off-Road. #SNS-RN-USA.

Rocketeer, The IGS \$3/R1 -

Based on the 1991 movie from Disney. Stiff, bland movie tie-in. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 4. #SNS-RK-USA.

Rocko's Modern Life Viacom \$4/R4

Based on the early 90's cartoon series on Nickelodeon. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 5, and a 5. #SNS-BD-USA.

Rocky Rodent Irem \$6/R2

a.k.a. Nitro Punks Might Heads (Japan)

You guessed it, platformer, character, same as the rest. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-NP-USA.

Roger Clemens' MVP LJN \$2/R1

Baseball

a.k.a. MVP Baseball (Japan)

Also released on the NES and Genesis. Sports/Baseball. #SNS-VP-USA.

Romance of the Three Koei \$15/R3

Kingdoms II

a.k.a. Sangokushi 2 (Japan)

Also released on the NES and Genesis. Packaged with a map. Simulation/Turn-based War/RPG Game. #SNS-XL-USA.

Romance of the Three Koei \$20/R4

Kingdoms III:

Dragon/Destiny

a.k.a. Sangokushi 3 (Japan)

Also released on the Genesis. Simulation/Turn-based War/RPG Game. #SNS-S3-USA.

Romance of the Three Koei \$25/R4

Kingdoms IV: Wall of Fire

a.k.a. Sangokushi 4 (Japan)

Simulation/Turn-based War/RPG Game. #SNS-AS4E-USA.

RPM Radical Psycho Interplay \$5/R2

Machine Racing

Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 4, and a 4. #SNS-RP-USA.

R-Type III Irem \$10/R2 +

Sequel to Super R-Type, also released for the SNES. The price listed here can be easily eclipsed on the wrong day on eBay. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-ER-USA.

Run Saber Atlus \$6/R3

Developed by Atlus. Fun, but somewhat hard to control. side scroller. Action/Platform/Hack & Slash. #SNS-RU-USA.

- ❑ S.O.S. Vic Tokai \$8/R3**
a.k.a. Septentrion (Japan)
 Developed by Human Entertainment.. Before its release, this game was known as Septentrion, the Japanese name. It's basically Titanic for the SNES. A cool concept, well executed. Role-Playing/Side View Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-TT-USA.
- ❑ S.O.S. Sink or Swim Titus \$10/R6**
 As with most Titus releases, harder to find than most other U.S. releases. A completely different game than the one by Vic Tokai. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 5. #SNS-9J-USA.
- ❑ Samurai Shodown Takara \$4/R1**
a.k.a. Samurai Spirits (Japan)
 Based on the 1993 SNK coin-op. Also released on the Genesis. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 6. #SNS-A7SE-USA.
- ❑ Saturday Night Slam Masters Capcom \$5/R1**
a.k.a. Muscle Bomber: The Body Explosion (Japan)
 Based on the 1993 Capcom coin-op. Also released on the Genesis. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-ZW-USA.
- ❑ Scooby-Doo Mystery Acclaim \$10/R4**
 Also re-released by Majesco. Also released on the Genesis, but both games are completely different. Puzzle/Point & Click. #SNS-AXDE-USA.
- ❑ SeaQuest DSV Malibu \$4/R4**
 Based on the TV series from the 1990's. Also released on the Genesis. Malibu was a division of T*HQ. Action/Platform/Scrolling Screen. #SNS-ASQE-USA.
- ❑ Secret of Evermore Square \$12/R2 +**
 U.S. developed 'sequel' to the Secret of Mana. You either love this game or hate it. Packaged with two inserts, more art than anything, also known as "Squaresoft" and "SquareEnix". Role-Playing/Third-Person Real-Time. LANDMARK: Along with Chrono Trigger, this game was the last game to be released by Square on a Nintendo system until the FF games on the GC and GBA. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 8.5, 8.5, and a 8. #SNS-AEOE-USA.
- ❑ Secret of Mana Square \$20/R2 +**
a.k.a. Seiken Denetsu 2 (Japan)
 Excellent adventure RPG that allows for three player simultaneous play. One of the best games on the system, far and away. Packaged with a map. As noted, this is part of the Seiken Denetsu series, this being the second. The first was Final Fantasy Adventure on the original GB (just released as Sword of Mana on the GBA) and the third was not released in the USA, but it has been translated in ROM form. also known as "Squaresoft" and "SquareEnix". Role-Playing/Third-Person Real-Time. Multiplayer adapter compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8. #SNS-K2-USA.
- ❑ Shadowrun Data East \$10/R3 +**
 Futuristic cyber RPG. Also released on the Genesis, however the two titles play completely different. The SNES version is generally referred to as the better one. Packaged with a poster. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-WR-USA.
- ❑ Shanghai II: Dragon's Eye Activision \$8/R4**
a.k.a. Super Shanghai - Dragon's Eye (Japan)
 Your standard Mahjongg game. Also released on the Genesis.
- Traditional/Mahjong. #SNS-DE-USA.
- ❑ Shaq-Fu Electronic Arts \$1/R1 -**
 What can be only described as one of the worst games ever. 2D Fighting plus Shaq does not a game make. If you're ever looking for a game to 'one-up' someone on bad games, here's your trump card. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 4. #SNS-AQFE-USA.
- ❑ Shien's Revenge Vic Tokai \$6/R7**
a.k.a. Shien the Blade Chaser (Japan)
 Developed by Dynamic/Almanac. Like Magic Boy and Nosferatu, wholesalers have recently found a load of new old stock of this game, and have made it more easily available. This game is similar to the bonus stage in Shinobi, but allowing more control with the mouse. Shooter/First-Person Shooter. #SNS-OO-USA.
- ❑ Side Pocket Data East \$4/R1**
 Based on the 1986 Data East coin-op. Also released for the Genesis and NES. Traditional/Parlor Games. #SNS-4P-USA.
- ❑ SimAnt Maxis \$12/R6**
 Developed by Imagineer. Taking the Sim craze one step too far, SimAnt turns out to be a nicely fun game. Ported from the PC. Simulation/Life Development. #SNS-AN-USA.
- ❑ SimCity Nintendo \$5/R1 +**
 Excellent conversion of the original PC version. Also released in the million seller packaging. Simulation/Resource Management. EASTER EGGS: Want maximum money? Simply wait to the end of a calendar year, and drive your taxes so you'll be in the negatives come the new year, all the while holding L and R. Once the new year rolls over, release L and R and there you go! Make sure to save beforehand in case you mess up. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 6. #SNS-SC-USA.
- ❑ SimCity 2000 Black Pearl \$10/R5**
 Port from the PC version. Black Pearl was a division of T*HQ. Simulation/Resource Management. #SNS-AWWE-USA.
- ❑ SimEarth: The Living Planet FCI \$10/R4 -**
 Original game designed by Fred Haslam and Will Wright. Inspired by James Lovelock's Gaia theory, which suggests that Earth itself is a giant living organism. FCI stands for "Fujisankei Communications International". Simulation/Life Development. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 6. SANTULLI SLANT: I've been playing this game for over ten years (well over 5 billion years in game time) and I'm STILL waiting for my opposing thumbs. Ironically, I'm waiting for them in the game too. Note: as much as I love the Sim series by Maxis, I can't get into this one, it's really really really s - l - o - w... [Gr: 3, So: 2, Ga: 2, Ov: 3] #SNS-SE-USA.
- ❑ Simpsons, The: Bart's Nightmare Acclaim \$3/R1**
a.k.a. Simpsons, The: Bart no Fushigi na Yume no Daibouken (Japan)
 Developed by Sculptured Software. Also released for the Genesis. Action/Platform/Scrolling Screen. #SNS-BN-USA.
- ❑ Simpsons, The: Itchy & Scratchy Game, The Acclaim \$6/R3**
 This game was NOT released on the Genesis, as once commonly thought. Game solely based on the cartoon in a cartoon from the Simpsons. Action/Platform/Scrolling Screen. #SNS-AISE-USA.
- ❑ Simpsons, The: Krusty's Super Funhouse Acclaim \$4/R1**
 Also released for the Genesis and NES. Puzzle/Action. #SNS-FH-USA.
- ❑ Simpsons, The: Virtual Bart Acclaim \$5/R2**

Also released for the Genesis. Action/Platform/Scrolling Screen.
EASTER EGGS: When pigs fly? Hold L and R on the Pig Stage.
PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 4, and a 4. #SNS-AVBE-USA.

❑ **Skuljagger: Revenge of the Westerns** Amer Softworks \$4/R3

Developed by Barr Entertainment. Below average game, only notable for the 1-800 number you could call back in the day to 'talk' to Skuljagger himself. More amusing than the game itself, sadly. Action/Platform/Scrolling Screen. #SNS-SL-USA.

❑ **Skyblazer** Sony \$6/R2 +

Excellent side scrolling action game Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-LZ-USA.

❑ **Smartball** Sony \$8/R4 -
a.k.a. Jelly Boy (Japan)

First generation third party game, run, don't walk, away from this game. Very poor side scroller. Action/Platform/Scrolling Screen. #SNS-JB-USA.

❑ **Snow White: Happily Ever After** Amer Softworks \$10/R6

Based on the 1993 movie, NOT the Disney title as may be suspected. Action/Platform/Scrolling Screen. #SNS-ASHE-USA.

❑ **Soccer Shootout** Capcom \$12/R6

a.k.a. J. League Excite Stage '94 (Japan)
Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-JL-USA.

❑ **Soldiers of Fortune** Spectrum Holo \$15/R6
a.k.a. Chaos Engine (PAL)

Also released on the Genesis. Not related to the current PC series of the same name. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-UD-USA.

❑ **Sonic Blast Man** Taito \$6/R3

Based on the 1990 Taito coin-op. Fighting/Side-Scrolling. #SNS-SK-USA.

❑ **Sonic Blast Man 2** Taito \$15/R6

Sequel to the first SNB, but this game is not based on an arcade title. Can be fairly hard to locate. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-2C-USA.

❑ **Soul Blazer** Enix \$15/R3

a.k.a. Soulblazer (Japan)
Developed by Quintet. Excellent Zelda clone by Enix, this is essentially the prequel to Illusion of Gaia. Role-Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-SO-USA.

❑ **Space Ace** Absolute \$6/R3 -

Based on the 1984 Cinematronics coin-op. Designed by the same team that brought us Dragon's Lair, here is Dragon's Lair set in the future, with a gun instead of a sword, and with the ability to transform puny Dexter into powerful Ace. The long-standing issue between fans of these games is "Who is hotter, Kimmy from Space Ace or Daphne from Dragon's Lair?" Send us your vote, it's very important. Based on, but not a port of, the Laserdisc of the same name. Of the same quality as Dragon's Lair on this system (There is none). Action/Platform/Scrolling Screen. #SNS-SA-USA.

❑ **Space Football** Triffix \$4/R4

a.k.a. Super Linearball (Japan)
Sports/Football. #SNS-FL-USA.

❑ **Space Invaders** Nintendo \$3/R1

Based on the 1978 Taito coin-op. Original arcade game designed by Toshihiro Nishikado. Action/Platform/Fixed Screen. #SNS-IC-USA.

❑ **Space Megaforce** Toho \$10/R4 +
a.k.a. Super Aleste (Japan/Europe)

Developed by Compile. Sometimes fetches more money than its worth. Is it because it's a shoot-em-up? A good one at that, by Compile, a well known SHMUP designer. Shooter/Vertical Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8. #SNS-AT-USA.

❑ **Spanky's Quest** Natsume \$7/R5

a.k.a. Hansei Zaru Jiro kun no Daibouken (Japan)
Early release third party game that is actually fairly hard to find. The name Spanky and the fact that he's a monkey should make anyone laugh. A cute puzzler. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-HJ-USA.

❑ **Sparkster** Konami \$6/R3

Sequel to Rocket Knight Adventures. Also released for the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-ASSE-USA.

❑ **Spawn, Todd McFarlane's: The Video Game** Acclaim \$4/R1

Based on the long running comic book series. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6.5, 6, and a 5.5. #SNS-A9WE-USA.

❑ **Spectre** Cybersoft \$6/R2

Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5. #SNS-7Q-USA.

❑ **Speed Racer: My Most Dangerous Adv.** Accolade \$8/R4

Racing/F1/Indy/Stock Cars. #SNS-9S-USA.

❑ **Speedy Gonzales: Los Gatos Bandidos** SunSoft \$3/R1

Sunsoft's Warner Bros licenses continue with Speedy. Action/Platform/Scrolling Screen. #SNS-ASEE-USA.

❑ **Spider-Man** LJN \$3/R1

This game is specifically based on the Spider-Man animated series from Fox TV. Action/Platform/Scrolling Screen. #SNS-ADME-USA.

❑ **Spider-Man/Venom: Maximum Carnage** Acclaim \$4/R1

This Spider-man game, while also coming in a red shell, is specifically based on the cross-comic 12 part series of the same name, involving Venom and Carnage. Also released for the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 5. #SNS-AMCE-USA.

❑ **Spider-Man/Venom: Separation Anxiety** Acclaim \$4/R1

This Spider-man game was based on the follow-up storyline from Maximum Carnage. Also released for the Genesis. Action/Platform/Scrolling Screen. #SNS-A2CE-USA.

❑ **Spider-Man/X-Men: Arcade's Revenge** LJN \$2/R1

This Spider-man game is more so based on the original comic book, not the animated series, and not a specific storyline. Got all that? Also released on the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-MN-USA.

❑ **Spindizzy Worlds** ASCII \$6/R3

Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this

- game a 8, 8, 7, and a 7. #SNS-SX-USA.
- ❑ Sporting News Baseball, The Hudson \$2/R2**
Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and a 6. #SNS-AWBE-USA.
- ❑ Sports Illustrated Championship Football/Baseball Malibu \$2/R2**
Malibu was a division of T*HQ. Sports/Multi-Sports. #SNS-LU-USA.
- ❑ Star Trek Deep Space Nine: Playmates \$10/R2**
Crossroads of Time
Developed by Novotrade. Based on the 1990's Star Trek series of the same name. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6.5, and a 6.5. #SNS-A9DE-USA.
- ❑ Star Trek: Starfleet Academy Interplay \$15/R3**
Developed by High Voltage Software. Based on the 1995 PC title. Simulation/Space Combat. #SNS-ASTE-USA.
- ❑ Star Trek: The Next Generation: Future's Past Spectrum Holo \$10/R2**
Based on the Star Trek series of the same name from the 1990's. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 7, and a 6. #SNS-XN-USA.
- ❑ StarFox Nintendo \$5/R1 +**
a.k.a. Starwing (PAL)
Developed by Argonaut. The start of the popular StarFox series was right here. The first game to use the FX Chip, the on-cart 3D graphics chip used in Stunt Race and Dirt Trax FX. As mentioned in the Prototypes section, the sequel to this game was finished for the SNES was finished, but scrapped right before release. Simulation/Space Combat. EASTER EGGS: Two secrets abound in this game. The first is the black hole. Take path one, and go to the asteroid belt. There will be a spinning bar, 5 rocks long, with a different colored asteroid in the center. Fly through the center of this one, and the next two. After that, you'll see a large smiling asteroid. Shoot it to display the black hole, and enter it. This will take you up a few stages, right before the last. The second involves the third path. Finish Corneria and go to the asteroid belt. Wait for the second huge asteroid, and shoot it until it explodes. A bird will appear; fly into it. This will take you to 'the other dimension', which has a huge slot machine as a boss. When you finish this stage, the game displays The End, which you can shoot and play with. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8. #SNS-FO-USA.
- ❑ StarFox Super Weekend Nintendo \$200/R9**
Cartridge
Developed by EAD. Like the Donkey Kong Competition cart, this cartridge was used for the StarFox Super Weekend competition, where players tried to score the most points. Winners at each Blockbuster store won a specific bomber jacket. After that, the cart was only offered through Nintendo Power's catalog. Simulation/Space Combat. #SNS-FU-USA.
- ❑ Stargate Acclaim \$3/R2**
Based on the 1994 movie. Also released on the Genesis. Action/Platform/Shooter. #SNS-AGTE-USA.
- ❑ Steel Talons Left Field \$10/R6**
Developed by Atari/Panoramix. Based on the 1991 Atari coin-op. Also released on the Genesis. Simulation/Air Vehicle Combat. #SNS-5S-USA.
- ❑ Sterling Sharpe's End 2 End Jaleco \$6/R3**
Sports/Football. #SNS-ASZE-USA.
- ❑ Stone Protectors Kemco \$10/R4**
Based on the 1990's short-running cartoon series. Yes, they are based on those annoying little trolls, also known as "Kotobuki System Co. Ltd". Action/Platform/Scrolling Screen. #SNS-ASOE-USA.
- ❑ Street Combat Irem \$7/R4 -**
a.k.a. Ranma + - Chonai Gekitou Hen (Japan)
Believe or not, this was a Ranma 1/2 game! The characters were hacked down into what you see in this game. Probably for the best, as this game really, really sucks. Fighting/Tournament Style. #SNS-RA-USA.
- ❑ Street Fighter Alpha 2 Capcom \$10/R2**
a.k.a. Street Fighter Zero 2 (Japan)
Amazing (for the SNES) port of the 1996 arcade game. Even at the end, it was good to see what the SNES could do. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 6.5, 6, 4.5, and a 4. #SNS-AUZE-USA.
- ❑ Street Fighter II Capcom \$2/R1**
Based on the 1991 Capcom coin-op. This game was at one time a pack-in game with the Super NES console in the UK. There is a demo cart for this game as well. Fighting/Tournament Style. EASTER EGGS: Press Down, R, Up, L, Y, B at the Capcom logo to allow for mirror matches in Versus mode. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, 9, and a 9. SANTULLI SLANT: Is there any more recognizable cast of fighters in all of gaming? Though the original game was a mediocre tournament-style fighter at best, Street Fighter II changed everything about our expectations in the genre. Huge combinations, individual character styles, perfect controls, and superior graphics really came together here. You like bad guys? This game's got a few, culminating in the ultimate final battle against M. Bison, who's got a very pretty hat and cape. [Gr: 8, So: 8, Ga: 9, Ov: 8] #SNS-S2-USA.
- ❑ Street Fighter II Turbo Capcom \$2/R1 +**
Based on the 1992 update to Street Fighter 2 in the arcade. One of the best arcade ports of the time. Also released on the Genesis. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 10, 9, and a 9. #SNS-TI-USA.
- ❑ Street Hockey '95 GTE \$2/R1**
Sports/Hockey. #SNS-AHYE-USA.
- ❑ Street Racer Ubi Soft \$8/R5 +**
Developed by Vivid Image. Interesting clone of Mario Kart, but allowing four player split screen racing. Oddly, the screen is split all length-wise, so it makes for some short screens. Racing/Kart Racing. #SNS-ASRE-USA.
- ❑ Strike Gunner S.T.G NTVIC \$6/R4**
Based on the 1991 Tecmo/Athena coin-op. Shoot-em-up based on the 1991 Athena/Tecmo arcade game. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 4. #SNS-SG-USA.
- ❑ Stunt Race FX Nintendo \$4/R1**
a.k.a. Wild Trax (Japan)
Developed by Argonaut. The second in the batch of FX chipped games for the SNES. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-CQ-USA.
- ❑ Sunset Riders Konami \$4/R1**
Based on the 1991 Konami coin-op. Also released on the Genesis. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-6S-USA.

- ☐ **Super Adventure Island** Hudson \$4/R1
a.k.a. **Dai Boukenjima (Japan)**
Essentially, this is Adventure Island 4. Continues the series started on the NES. (Adv. Island 1,2,3) Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 7. #SNS-H2-USA.
- ☐ **Super Adventure Island 2** Hudson \$8/R4
a.k.a. **Dai Boukenjima 2 (Japan)**
Sequel to SNES title, making this Adv. Island 5. The final game in the series. Action/Platform/Scrolling Screen. #SNS-E4-USA.
- ☐ **Super Alfred Chicken** Mindscape \$5/R4
Also released on the NES. This game also features its own phone number to call (1-800-ALFREDC) to hear prerecorded Alfred Chicken promos. Buckaw! More common than the rarer NES version. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 5. #SNS-8A-USA.
- ☐ **Super Aquatic Games** Seika \$6/R3
a.k.a. **James Pond/Es Crazy Sports (PAL)**
The second James Pond game to be released on the SNES, a direct copy of the Genesis version. Sports/Multi-Sports. #SNS-AU-USA.
- ☐ **Super Baseball 2020** Tradewest \$4/R2
Developed by SNK/Pallas. Like World Heroes, this game, unlike most of the others, was not released by Takara, after being ported from the 1991 Neo Geo arcade game. Also released on the Genesis. Sports/Baseball. #SNS-SA-USA.
- ☐ **Super Baseball Simulator** Culture Brain \$3/R1
1.000
a.k.a. **Super Ultra Baseball (Japan), a.k.a. Computer Noryoku Kaisaki Ultra Baken**
Sequel to the Baseball Simulator 1.000 on the NES. Sports/Baseball. #SNS-UB-USA.
- ☐ **Super Bases Loaded 2** Jaleco \$2/R1
a.k.a. **Super 3D Baseball (Japan)**
This game is 'different' (relatively speaking) from the NES version. Sports/Baseball. #SNS-3D-USA.
- ☐ **Super Bases Loaded 3: License to Steal** Jaleco \$2/R1
This game is 'different' (relatively speaking) from the NES version. Sports/Baseball. #SNS-AB3E-USA.
- ☐ **Super Bases Loaded, Ryne Sandberg Plays** Jaleco \$3/R2
a.k.a. **Super Professional Baseball (Japan)**
This is the port of the Bases Loaded 4 for the NES, and the only SNES Bases Loaded like its NES counterpart. Sports/Baseball. #SNS-SP-USA.
- ☐ **Super Batter Up** Namco \$3/R1
a.k.a. **Super Famista (Japan)**
Sports/Baseball. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 4. #SNS-FA-USA.
- ☐ **Super Battleship** Mindscape \$8/R2
Super' version of the NES release. This seems to have happened a lot on the SNES. Also released on the Genesis. Traditional/Board Game. #SNS-8B-USA.
- ☐ **Super Battletank 2** Absolute \$6/R2
Simulation/Land Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-2X-USA.
- ☐ **Super Battletank: War in the Gulf** Absolute \$3/R1
Also released on the Genesis. Simulation/Land Vehicle Combat.
- PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6, and a 6. #SNS-SB-USA-2.
- ☐ **Super Black Bass** Hot-B \$5/R1
Another Bass game for the SNES... this time, it's Super. Sports/Fishing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6. #SNS-BQ-USA.
- ☐ **Super Bomberman** Hudson \$6/R1 +
The first appearance of Bomberman of the SNES, most notable for its use of the multi-tap adaptor. One of the best multiplayer experiences only to be outdone... Puzzle/Action. Multiplayer adaptor compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-H6-USA.
- ☐ **Super Bomberman 2** Hudson \$12/R2 +
By its sequel, Bomberman 2. Fairly common to find this game still new in game stores, along with games like Vegas Stakes and F-Zero. Puzzle/Action. #SNS-M4-USA.
- ☐ **Super Bomberman Party Pak** Hudson \$25/R5
Super Bomberman and a Hudson Multi-Tap packed in an over-sized box
- ☐ **Super Bonk** Hudson \$10/R4
a.k.a. **Super Genjin (Japan), Super B.C. Kid (PAL)**
Developed by Red. Port of the popular Bonk series (once to be the TurboGrafx 16's mascot) to the SNES. This game seems to be mainly based on Bonk 3. Action/Platform/Scrolling Screen. #SNS-ANKE-USA.
- ☐ **Super Bowling** Technos \$4/R2
See also "Amer Technos". Sports/Bowling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-BW-USA.
- ☐ **Super Buster Brothers** Capcom \$10/R6
a.k.a. **Super Pang (Japan)**
Developed by Crystal. Based on the 1990 arcade game. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 4. #SNS-SN-USA.
- ☐ **Super Caesar's Palace** Virgin \$4/R2
Also re-released by Majesco. Traditional/Casino Game. #SNS-C6-USA.
- ☐ **Super Castlevania IV** Konami \$4/R1 +
a.k.a. **Akumajo Dracula (Japan)**
As it says, this is the fourth game in the Castlevania series from the NES. One of the last games to follow the tried and true 'linear' CV style, however, the redesign of your Belmont of the moment made the game a little stiffer than the previous NES titles. Action/Platform/Hack & Slash. #SNS-AD-USA.
- ☐ **Super Chase HQ** Taito \$5/R3
Based on the 1998 arcade game. Racing/Combat/Demolition. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-QT-USA.
- ☐ **Super Conflict** Vic Tokai \$4/R1
Simulation/Land Vehicle Combat. #SNS-CN-USA.
- ☐ **Super Double Dragon** Tradewest \$5/R2
a.k.a. **Double Dragon IV**
Based on the series from the NES, this is the fourth game in the series, even though it is not labeled as such. Fighting/Side-Scrolling. #SNS-WD-USA.
- ☐ **Super Ghosts 'n Ghosts** Capcom \$4/R1
a.k.a. **Chomakimura (Japan)**
SNES sequel to the Ghosts and Goblins series. This game is completely different from the Ghouls N Ghosts released on the Genesis. Action/Platform/Scrolling Screen. #SNS-CM-USA.

- ❑ Super Goal! 2** Jaleco \$8/R3
a.k.a. Takeda Nobuhiro no Super Cup Soccer (Japan)
A direct port of the game Goal 2 for the NES, but this time it's SUPER. Excited yet? Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-JV-USA.
- ❑ Super Godzilla** Toho \$6/R2
Based on the Japanese movie character, but completely different in style to the two previous NES games. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 5, and a 5. #SNS-7G-USA.
- ❑ Super High Impact** Acclaim \$2/R2
Based on the 1991 Midway coin-op. Also released on the Genesis. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 4. #SNS-HX-USA.
- ❑ Super James Pond** Amer Softworks \$6/R3
The only pure James Pond game to be released on the SNES. Action/Platform/Scrolling Screen. #SNS-JS-USA.
- ❑ Super Mario All-Stars** Nintendo \$6/R1 +
a.k.a. Super Mario Collection (Japan)
This game was at one time a pack-in game with the Super NES console. This game features Super Mario Bros 1, 2, and 3, as well as the true Super Mario Bros 2, which was deemed too hard for American audiences. They were pretty much right on. Action/Platform/Scrolling Screen. EASTER EGGS: For you sadists out there, play SMB: Lost Levels without warping to the end of level 8, to open up level 9. Keep going for levels A, B, C, and D. PERIODICALS: Electronic Gaming Monthly gave this game a 10, 9, 9, and a 9. #SNS-4M-USA.
- ❑ Super Mario All-Stars / Super Mario World** Nintendo \$8/R2 +
This game was at one time a pack-in game with the Super NES console. Four Mario games, in one simple cart. Very nice. Action/Platform/Scrolling Screen. #SNS-5M-USA.
- ❑ Super Mario Kart** Nintendo \$8/R1 +
Cart racer that started it all. The game is just a blast to play. Made effective use of the Mode 7 capabilities of the SNES. Followed up by the N64 and GC versions, as well as the GBA port of this specific title. Racing/Kart Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 8. #SNS-MK-USA.
- ❑ Super Mario RPG: Legend of the Seven Stars** Nintendo \$15/R3 +
Developed by Square. RPG designed for Nintendo by Square, using pre-rendered sprites. The precursor to Paper Mario on the Nintendo 64. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 9.5, 9, 8.5, and a 8. #SNS-ARWE-USA.
- ❑ Super Mario World** Nintendo \$2/R1 +
This game was the original pack-in game for the Super NES console. Expanded on the world map system of Mario 3, as Mario ventures to Dinosaur Island to save the Princess and Yoshi's friends. An interesting tidbit: This game most likely began as Mario's Wacky Worlds on the CD-i. Through the same licensing contract that gave us Hotel Mario and the Zelda titles on the CD-i, this recently unearthed unreleased and incomplete title showed a game very much like SMW. What happened seems to be the development of SMW snuffed out Wacky Worlds. The CD file is available on the net. Action/Platform/Scrolling Screen. LANDMARK: Speaking of which, this is where the lovable Yoshi made his first appearance. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-MW-USA.
- ❑ Super Mario World 2: Yoshi's** Nintendo \$10/R1 +
- Island**
While technically a Mario game, you never actually control Mario, just Yoshi. Excellently made, with some of the best visuals the SNES has to offer. Prepare to annoyed out of your brain by baby Mario's crying. Probably the only thing 'wrong' (and we use this loosely) with the title. Action/Platform/Scrolling Screen. #SNS-YI-USA.
- ❑ Super Metroid** Nintendo \$5/R1 +
Generally regarded as one of the best games ever. Essentially, this game is Metroid 3. Expands on the first two (1 - NES, 2 - GB) in every way. This game was also re-released in a million seller packaging. Action/Platform/Shooter. EASTER EGGS: Save your little buddies! When Zebes is self-destructing, be sure to stop by where you got the Morph Ball to free them. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-RI-USA.
- ❑ Super Ninja Boy** Culture Brain \$12/R4
a.k.a. Super Chinese World (Japan)
Indirect sequel to Little Ninja Brothers on the NES. Role-Playing/Third-Person Real-Time. #SNS-CW-USA.
- ❑ Super Noah's Ark 3-D** Wisdom Tree \$20/R6
The only true unlicensed game for the SNES, making it somewhat rare. Depending on the day of the week, it may still be available at <http://www.christianlink.com/media/wisdom/> - more often now, they're out of stock! Has a completely unique cart shell, black and shaped different than the licensed releases. Shooter/First-Person Shooter. #None.
- ❑ Super Nova** Taito \$6/R4
a.k.a. Darius Force (Japan)
Standard shoot-em-up, average. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-DH-USA.
- ❑ Super Off-Road** Tradewest \$4/R1
Based on the 1989 arcade game. Also released on the NES and Genesis. Racing/Rally/Off-Road. EASTER EGGS: Here's a cheesy cheat for all versions of Super Off Road. If you never want to take 4th place, use your second player as a dummy. Can't place higher if he never moves! Heh heh. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-OR-USA.
- ❑ Super Off-Road: The Baja** Tradewest \$7/R2
a.k.a. Super 4WD: The Baja (Japan)
Based on the 1993 arcade game. Racing/Rally/Off-Road. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and a 6. #SNS-R8-USA.
- ❑ Super Pinball: Behind the Mask** Nintendo \$3/R2
Traditional/Video Pinball. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and a 6. #SNS-XP-USA.
- ❑ Super Play Action Football** Nintendo \$1/R1
SNEsization of the NES title. One of the most common games on the system. Sports/Football. #SNS-SF-USA.
- ❑ Super Punch-Out!!** Nintendo \$5/R1 +
Update to the NES Punch-out title, this game more closely resembles the arcade game it is based on. Sports/Boxing. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5 and a 8. #SNS-4Q-USA.
- ❑ Super Putty** US Gold \$8/R4
a.k.a. Putty Moon (Japan)
Action/Platform/Scrolling Screen. #SNS-YU-USA.
- ❑ Super RBI Baseball** Time Warner \$2/R2
Sports/Baseball. #SNS-ARLE-USA.

- ❑ Super R-Type Irem \$5/R1 +**
Essentially, the direct sequel to the original R-Type. One of the first third party games for the SNES as well. Like all R-Type titles, this game can be very, very difficult. Shooter/Horizontal Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-SR-USA.
- ❑ Super Scope 6 Nintendo \$2/R1**
This was the pack-in cart for the SuperScope light gun, '6' because it featured six different games to play. Shooter/Target Shooting "Gun Games". Nintendo SuperScope compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 6, and a 3. #SNS-LR-USA.
- ❑ Super Slap Shot Virgin \$2/R2**
Sports/Hockey. #SNS-ZX-USA.
- ❑ Super Smash TV Acclaim \$3/R1 +**
Port of the 1990 arcade game. It may be super, but it's as close to the arcade version as it can be. The SNES controller setup was just made for this game. Also released on the Genesis and NES. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 8, and a 8. #SNS-TV-USA.
- ❑ Super Soccer Nintendo \$2/R1**
a.k.a. Super Formation Soccer (Japan)
Developed by Human. Sports/Soccer. #SNS-FS-USA.
- ❑ Super Soccer Champ Taito \$2/R2**
a.k.a. Hat Trick Hero (Japan), Euro Football Champ (PAL)
Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 6, and a 5. #SNS-HT-USA.
- ❑ Super Solitaire Extreme \$15/R6**
Fairly rare game, did not see much distribution, or purchasing when you could get a Windows PC and get it for free. Traditional/Card Games. #SNS-LT-USA.
- ❑ Super Star Wars JVC \$5/R1**
Re-released in the million seller packaging, also making it easier to find brand new in this form. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-V4-USA.
- ❑ Super Star Wars: Return of the Jedi JVC \$5/R1**
Also re-released by Majesco. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 7, and a 7. #SNS-ARJE-USA.
- ❑ Super Star Wars: The Empire Strikes Back JVC \$5/R1**
Also re-released by Majesco. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-E5-USA.
- ❑ Super Street Fighter II Capcom \$4/R1**
Based on the 1993 update to the original Street Fighter. Features the most nasal announcer in the history of gaming. Thonic Boom! Also released on the Genesis. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-XW-USA.
- ❑ Super Strike Eagle Microprose \$6/R2**
a.k.a. F-15 Super Strike Eagle (Japan)
Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-EG-USA.
- ❑ Super Tennis Nintendo \$1/R1**
Developed by Tokyo Shoseki. Sports/Tennis. #SNS-ST-USA.
- ❑ Super Troll Islands Amer Softworks \$10/R4**
Not based on the Trolls title for the NES, but still uses the same Troll type characters. This is more akin to the Euro-only NES title, Trolls in Crazyland. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 4. #SNS-5L-USA.
- ❑ Super Turrican Seika \$5/R1**
Developed by Factor 5. Port of the popular PC action title to the SNES, different from the Euro-only NES version, and the Genesis Turrican and Mega Turrican. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7. #SNS-TU-USA.
- ❑ Super Turrican 2 Ocean \$15/R7**
Developed by Factor 5. Action/Platform/Shooter. #SNS-A2TE-USA.
- ❑ Super Valis IV Atlus \$8/R2**
a.k.a. Super Valis: Akaki Tuki no Otome (Japan)
Developed by Telenet Japan. SNES sequel to the Valis series, the first and third titles which were on the Genesis. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7. #SNS-VA-USA.
- ❑ Super Widget Atlus \$6/R5**
Based on the 1990's animated cartoon series and its environmentally sound hero. Also released on the NES, but that version wasn't 'Super'. Action/Platform/Scrolling Screen. #SNS-WI-USA.
- ❑ Suzuki 8 Hours Namco \$5/R4**
Based on the 1992 Namco coin-op. Racing/Motocross/Cycle. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-8H-USA.
- ❑ SWAT Kats: The Radical Squadron Hudson \$10/R5**
Based on the early 1990's Hanna-Barbera animated cartoon series. Action/Platform/Scrolling Screen. #SNS-AK9E-USA.
- ❑ Syndicate Ocean \$6/R2**
Also appears on the Genesis. Simulation/Real-Time Strategy. #SNS-AFFE-USA.
- ❑ T2: Terminator 2 Judgment Day LJN \$4/R1**
Also released on the NES and Genesis. Based on the 1991 movie of the same name. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6. #SNS-TP-USA.
- ❑ T2: The Arcade Game LJN \$4/R1**
Developed by Probe. As it says in the title, based on the 1991 arcade game, and movie. Shooter/Target Shooting "Gun Games". Nintendo SuperScope compatible. #SNS-XV-USA.
- ❑ Taz-Mania SunSoft \$3/R1**
Based on the early 90's cartoon series of the same name, featuring the Tasmanian devil. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7. #SNS-TZ-USA.
- ❑ Tecmo Secret of the Stars Tecmo \$20/R4**
a.k.a. Aquatillion (Japan)
Average RPG that is one the more expensive games for the system. It's not as rare as that amount suggests. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 8.5, 7, 7, and a 6.5. #SNS-AQ-USA.
- ❑ Tecmo Super Baseball Tecmo \$3/R1**
Originally packaged with a play list and quick reference card. Sports/Baseball. #SNS-ATBE-USA.

- ❑ Tecmo Super Bowl** **Tecmo** **\$3/R1**
Also released on the NES and Genesis. Sports/Football. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-7T-USA.
- ❑ Tecmo Super Bowl II: Special Edition** **Tecmo** **\$6/R2**
Also released on the Genesis. Sports/Football. #SNS-ASBE-USA.
- ❑ Tecmo Super Bowl III: Final Edition** **Tecmo** **\$6/R2**
Also released on the Genesis. Sports/Football. #SNS-AW4E-USA.
- ❑ Tecmo Super NBA Basketball** **Tecmo** **\$2/R1**
Also released on the NES and Genesis. Sports/Basketball. #SNS-XM-USA.
- ❑ Teenage Mutant Ninja Turtles IV: Turtles in Time** **Konami** **\$3/R1**
Based on the 1991 arcade game. This 'continues' the series started on the NES (after the Manhattan Project). Excellent port of the second TMNT arcade game. A shame it came out before the four player adapter did. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-TM-USA.
- ❑ Teenage Mutant Ninja Turtles: Tournament Fighters** **Konami** **\$10/R2**
a.k.a. Teenage Mutant Ninja Turtles: Mutant Warriors (Japan)
Also released on the NES and Genesis. Fighting/Tournament Style. EASTER EGGS: To play as Karai and Rat King only in Versus mode, at the title screen, press X, Up, Y, Left, B, Down, A, Right, X, Up on controller 2. On the select screen, they will be to the left of Leo. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 8. #SNS-KY-USA.
- ❑ Terminator, The** **Mindscape** **\$4/R1**
Also released on the NES and Genesis. Based on the 1984 movie. Action/Platform/Shooter. #SNS-TN-USA.
- ❑ Test Drive II: The Duel** **Accolade** **\$6/R6**
Also released on the Genesis. The first Test Drive was only on the PC, and was not featured on a console. Racing/Miscellaneous Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 6, 5, and a 5. #SNS-DL-USA.
- ❑ Tetris 2** **Nintendo** **\$3/R1**
a.k.a. Tetris Flash (Japan)
Also released on the NES. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 7. #SNS-27-USA.
- ❑ Tetris Attack** **Nintendo** **\$3/R1 +**
a.k.a. Panel De Pon (Japan)
Developed by Intelligent Systems. There is a demo cart version of this game. Puzzle/Action. EASTER EGGS: To unlock the bosses, simply hold L+R on the select screen until they appear where the question marks are. Easy! PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8.5, 8, and a 7.5. #SNS-AYLE-USA.
- ❑ Tetris/Dr. Mario** **Nintendo** **\$3/R1**
A compilation of the two NES games, with updated graphics. Also released in the million seller package. It is fairly easy to find still sealed in the package in this form. Puzzle/Action. #SNS-ATFE-USA.
- ❑ Thomas the Tank Engine & Friends** **T*HQ** **\$8/R4**
Based on the 1990's PBS series. Also released for the Genesis, and developed, but not released for the NES. Educational/General. #SNS-6T-USA.
- ❑ Thunder Spirits** **Seika** **\$6/R2**
Part of the popular Thunder Force series to the SNES. Shooter/Horizontal Scrolling. #SNS-TH-USA.
- ❑ Tick, The** **Fox Interactive** **\$10/R5**
Based on the 1990's cartoon series of the same name. Also released for the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and a 4. #SNS-ATHE-USA.
- ❑ Time Cop** **JVC** **\$8/R4**
Developed by Cryo. Based on the 1994 movie. Action/Platform/Scrolling Screen. #SNS-ATCE-USA.
- ❑ Time Trax** **Malibu** **\$12/R5**
Malibu was a division of T*HQ. Action/Platform/Scrolling Screen. #SNS-XB-USA.
- ❑ Timeslip** **Vic Tokai** **\$5/R4**
Action/Platform/Scrolling Screen. #SNS-XT-USA.
- ❑ Timon and Pumbaa's Jungle Games (Disney's)** **T*HQ** **\$6/R2**
Based on characters from 1991's Lion King. Sports/Multi-Sports. #SNS-AJGE-USA.
- ❑ Tin Star** **Nintendo** **\$4/R1**
First party SuperScope game. Shooter/Target Shooting "Gun Games". Nintendo SuperScope compatible. #SNS-9N-USA.
- ❑ Tiny Toon Adventures: Buster Busts Loose!** **Konami** **\$3/R1**
Completely different than the Genesis version by Treasure. Based on the cartoon series from the 1990's. Action/Platform/Scrolling Screen. #SNS-TA-USA.
- ❑ Tiny Toon Adventures: Wacky Sports Challenge** **Konami** **\$8/R2**
a.k.a. Tiny Toon Sports (Japan)
Based on the cartoon series from the 1990's. Sports/Multi-Sports. #SNS-5Z-USA.
- ❑ TKO Super Championship Boxing** **Sofel** **\$5/R3**
a.k.a. Kentouou World Champion Boxing (Japan)
Sports/Boxing. #SNS-BX-USA.
- ❑ TNN Bass Tournament of Champions** **Amer Softworks** **\$5/R2**
And finally, the last Bass fishing game for the SNES. Sports/Fishing. #SNS-ATNE-USA.
- ❑ Tom & Jerry** **Hi-Tech Express** **\$6/R2**
Based on the popular cartoon series. Action/Platform/Scrolling Screen. #SNS-TJ-USA.
- ❑ Tommy Moe's Winter Extreme** **Electro Brain** **\$3/R3**
a.k.a. Ski Paradise (Japan)
Tommy Moe was an Olympic gold medal winner in the 1994 Winter Games. And now you know, and knowing is half the battle. Sports/Extreme Games. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-XS-USA.
- ❑ Tony Meola's Sidekick Soccer** **Electro Brain** **\$4/R4**
Just in case you didn't know, Tony was a World Cup class goalkeeper for the U.S. Sports/Soccer. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 5, and a 4. #SNS-6K-USA.
- ❑ Top Gear** **Kemco** **\$2/R1**
a.k.a. Top Racer (Japan)

Developed by Gremlin Graphics, also known as "Kotobuki System Co. Ltd". Racing/Street Racing. #SNS-TR-USA.

- ☐ **Top Gear 2** **Kemco** **\$5/R3**
a.k.a. **Top Racer 2 (Japan)**
Also released on the Genesis, also known as "Kotobuki System Co. Ltd". Racing/Street Racing. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 6. #SNS-2P-USA.
- ☐ **Top Gear 3000** **Kemco** **\$8/R5**
also known as "Kotobuki System Co. Ltd". Racing/Street Racing. #SNS-A3TE-USA.
- ☐ **Total Carnage** **Malibu** **\$6/R2**
The sequel to Smash TV, based on the arcade game from 1992. How could you not like a game with a villain named 'Ackboob'? Has anyone actually captured Ackboob at the end? We don't think it's possible... Malibu was a division of T*HQ. Action/Platform/Shooter. #SNS-XC-USA.
- ☐ **Toy Story (Disney's)** **Nintendo** **\$4/R2**
Based on the 1995 movie of the same name. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7.5, 7, 6.5, and a 6. #SNS-AQHE-USA.
- ☐ **Toys** **Absolute** **\$4/R4 -**
Based on the wretched 1992 movie with Robin Williams. The game is just as bad. Also released on the Genesis. Packaged with a poster. Action/Platform/Scrolling Screen. #SNS-YT-USA.
- ☐ **Troddlers** **Seika** **\$8/R5**
Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 7. #SNS-TX-USA.
- ☐ **Troy Aikman NFL Football** **Tradewest** **\$2/R1**
Also released on Genesis. Includes battery backup. Sports/Football. #SNS-YQ-USA.
- ☐ **True Golf Classics: Pebble Beach** **T&E Soft** **\$5/R2**
a.k.a. **Pebble Beach no Hatou (Japan)**
Sports/Golf. #SNS-GB-USA.
- ☐ **True Golf Classics: Waialae Country Club** **T&E Soft** **\$3/R1**
a.k.a. **Waialae No Kiseki (Japan)**
Sports/Golf. #SNS-TG-USA.
- ☐ **True Lies** **LJN** **\$4/R2**
Based on the 1994 movie. Also released on the Genesis. Packaged with a poster. Action/Platform/Shooter. PERIODICALS: Flux Magazine gave this game a B. Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6.5. #SNS-ATLE-USA.
- ☐ **Tuff E Nuff** **Jaleco** **\$6/R2**
a.k.a. **Dead Dance (Japan), Fighting Spirits (PAL)**
And the winner for the award for worst game name on the SNES. Behind it, is a halfway decent fighter. Fighting/Side-Scrolling. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-TE-USA.
- ☐ **Turn & Burn: No Fly Zone** **Absolute** **\$5/R3**
a.k.a. **Super Dogfight (Japan)**
Simulation/Air Vehicle Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 7. #SNS-ZN-USA.
- ☐ **Twisted Tales of Spike** **Bullet Proof** **\$10/R6 +**
McFang, The
a.k.a. **Cho Makai Taisen Dorabotyan (Japan)**
Developed by Naxat Soft. Excellent top-down adventure game featuring probably the most interesting character to come out of the SNES. A shame it's somewhat hard to find as well. Role-

Playing/Third-Person Real-Time. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 8, 8, and a 8. #SNS-B3-USA.

- ☐ **Ultima VI: The False Prophet** **FCI** **\$10/R2**
Developed by Origin. PC port of the sixth game in the Ultima series. For those of you who are keeping track, parts 3 through 5 were on the NES (Exodus, Quest of the Avatar, and Warriors of Destiny). Why one and two were skipped is up to your imagination. FCI stands for "Fujisankei Communications International". Role-Playing/Turn-Based RPG. #SNS-U6-USA.
- ☐ **Ultima VII: The Black Gate** **FCI** **\$20/R5**
Developed by Origin. PC port of the seventh game in the Ultima series. FCI stands for "Fujisankei Communications International". Role-Playing/Turn-Based RPG. #SNS-71-USA.
- ☐ **Ultima: Runes of Virtue II** **FCI** **\$15/R2**
a.k.a. **Ultima Gaiden (Japan)**
Developed by Origin. NOT part of the official Ultima series. This game is actually the sequel to the original on the Game Boy. FCI stands for "Fujisankei Communications International". Role-Playing/Turn-Based RPG. #SNS-7U-USA.
- ☐ **Ultimate Fighter** **Culture Brain** **\$10/R4 -**
a.k.a. **Hiryu no Ken: Golden Fighter Hyper Version (Japan)**
There is nothing even remotely ultimate about this fighter. Based on the almighty Fist of North Star series. Fighting/Tournament Style. #SNS-HP-USA.
- ☐ **Ultimate Mortal Kombat 3** **Williams** **\$3/R1**
Based on the 1995 upgrade to Mortal Kombat 3 in the arcades. Also on Genesis. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 6.5, and a 6. #SNS-A3ZE-USA.
- ☐ **Ultraman** **Bandai** **\$4/R1**
Developed by Tsuburaya. Based on the Japanese super mega action super series of the same name. Fighting/Tournament Style. #SNS-UM-USA.
- ☐ **UN Squadron** **Capcom** **\$3/R1 +**
a.k.a. **Area 88 (Japan)**
Based on the 1989 Capcom coin-op. Shooter/Horizontal Scrolling. #SNS-E8-USA.
- ☐ **Uncharted Waters** **Koei** **\$15/R3**
a.k.a. **Super Dai Koukai Jidai (Japan)**
Also released on the Genesis. Packaged with a map of Europe. Simulation/Turn-based War/RPG Game. #SNS-QK-USA.
- ☐ **Uncharted Waters: New Horizons** **Koei** **\$25/R4**
a.k.a. **Super Dai Koukai Jidai 2 (Japan)**
Also released on the Genesis. Packaged with a map. Simulation/Turn-based War/RPG Game. #SNS-QL-USA.
- ☐ **Uniracers** **Nintendo** **\$3/R1 +**
a.k.a. **Unirally (PAL)**
Ever want to play a game racing unicycles? We know we did. Racing/Miscellaneous Racing. EASTER EGGS: When you change a bike name, if you put SEGA or SONIC as a name, it'll be written "Not cool enough". Good to see anti-Sega sentiments went away when they stopped doing console PERIODICALS: Electronic Gaming Monthly gave this game a 7, 5, 5, and a 5. #SNS-4L-USA.
- ☐ **Untouchables** **Ocean** **\$5/R2**
Based on the 1993 movie. Also released for the NES. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 5. #SNS-UC-USA.

- Urban Strike: The Sequel to Jungle Strike** **Electronic Arts** **\$3/R1**
Developed by Granite Bay Software. Also re-released by Majesco, and released on the Genesis. Simulation/Air Vehicle Combat. #SNS-AUSE-USA.
- Utopia: The Creation of a Nation** **Jaleco** **\$15/R4**
Developed by Gremlin Graphics. Mouse enabled futuristic SimCity. Simulation/Resource Management. #SNS-UP-USA.
- Vegas Stakes** **Nintendo** **\$3/R1**
a.k.a. Las Vegas Dream (Japan)
Developed by HAL. Gambling game, re-released in the million seller packaging, and can still be found relatively easily new, in this form. Traditional/Casino Game. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-VS-USA.
- Vortex** **Electro Brain** **\$5/R2**
Developed by Argonaut. Action/Mech Battle/Sim. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, and a 4. #SNS-4V-USA.
- War 2410** **Advanced Prod** **\$15/R4**
Simulation/Space Combat. #SNS-A2AE-USA.
- War 3010: The Revolution** **Advanced Prod** **\$20/R6**
One of few games that are both rare and expensive to purchase. Simulation/Space Combat. #SNS-AZNE-USA.
- Wario's Woods** **Nintendo** **\$4/R1**
Also released on the NES. Puzzle/Action. #SNS-65-USA.
- Warlock** **Acclaim** **\$5/R2**
Also released on the Genesis. Based on the 1989 movie. Action/Platform/Scrolling Screen. #SNS-AWKE-USA.
- WarpSpeed** **Accolade** **\$8/R3**
Also released on the Genesis. Simulation/Space Combat. #SNS-WP-USA.
- Wayne Gretzky and the NHLPA All-Stars** **Time Warner** **\$2/R1**
Also released on the Genesis. Sports/Hockey. PERIODICALS: Electronic Gaming Monthly gave this game a 7 and a 6.5 #SNS-AWZE-USA.
- Wayne's World** **T*HQ** **\$5/R2**
Developed by Grey Matter. Also released on the NES and the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 6, 5, 4, and a 3. #SNS-WV-USA.
- WCW Super Brawl Wrestling** **FCI** **\$4/R2**
FCI stands for "Fujisankei Communications International". Fighting/Wrestling. #SNS-AWRE-USA.
- WeaponLord** **Namco** **\$3/R2**
Much hyped, but abysmally executed 2d fighter. Want to do a 10-hit combo? Just jam on the Jab button in the corner. No, I'm not joking. Interestingly enough, this game was designed by the guy who created Dee Jay in Super Street Fighter II. No, that is NOT a good enough reason to let this guy make this retched game. Fighting/Tournament Style. PERIODICALS: G-Force Special gave this game a whopping ZERO. #SNS-AWDE-USA.
- We're Back! A Dinosaur's Tale** **Hi-Tech Express** **\$5/R2**
Based on the 1993 animated movie. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 4. #SNS-6D-USA.
- Wheel of Fortune** **GameTek** **\$5/R1**
Based on the popular game show. Traditional/Game Show.
- Multiplayer adapter compatible. #SNS-WL-USA.
- Wheel of Fortune: Deluxe Edition** **GameTek** **\$5/R1**
Based on the popular game show. Also re-released by Majesco. Traditional/Game Show. #SNS-XF-USA.
- Where in the World Is Carmen Sandiego?** **Hi-Tech Express** **\$10/R2**
Comes with the 1992 almanac for use with the game itself. Educational/General. #SNS-WX-USA.
- Where in Time Is Carmen Sandiego?** **Hi-Tech Express** **\$10/R2**
Educational/General. #SNS-WN-USA.
- Whizz** **Titus** **\$5/R4**
Action/Platform/Scrolling Screen. #SNS-AZWE-USA.
- Wicked 18 Golf** **Bullet Proof** **\$6/R4**
a.k.a. Devil's Course: 3D Golf Simulation (Japan)
Sports/Golf. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 4. #SNS-W8-USA.
- Wild Guns** **Natsume** **\$15/R5**
Excellent shooter mixing robotic and western themes. Somewhat hard to find as well. Shooter/Third-Person Shooter. Nintendo SuperScope compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 8. #SNS-4W-USA.
- WildCATS: Covert Action Teams, Jim Lee's** **Playmates** **\$8/R5**
Based on the early 90's comic series by... you guessed it, Jim Lee. Action/Platform/Shooter. PERIODICALS: Flux Magazine gave this game a B. Electronic Gaming Monthly gave this game a 7, 7, 5.5, and a 4.5. #SNS-AWIE-USA.
- WildSnake** **Spectrum Holo** **\$8/R4**
a.k.a. Super Snakey (Japan)
Puzzle/Action. #SNS-AWSE-USA.
- Williams Arcade's Greatest Hits** **Williams** **\$6/R2**
Features Defender I and II, Sinistar, Joust, and Robotron 2084. Also released on the Genesis. Miscellaneous/Compilation. #SNS-AW8E-USA.
- Wing Commander** **Mindscape** **\$4/R1**
Based on the PC series of the same name. Simulation/Space Combat. PERIODICALS: Electronic Gaming Monthly gave this game a 5, 5, 5, and a 5. #SNS-WC-USA.
- Wing Commander II: The Secret Missions** **Mindscape** **\$10/R5**
Based on the PC series of the same name. Simulation/Space Combat. #SNS-2W-USA.
- Wings 2: Aces High** **Namco** **\$4/R1**
a.k.a. Sky Mission (Japan)
Dogfighter in a similar vein to Crimson Skies. Simulation/Air Vehicle Combat. #SNS-WG-USA.
- Winter Olympics: Lillehammer '94** **US Gold** **\$2/R2**
Sports/Multi-Sports. #SNS-W4-USA.
- Wizard of Oz, The** **Seta** **\$10/R5**
Based on the 1939 movie. Oddly, hard to find. Action/Platform/Scrolling Screen. #SNS-W6-USA.
- Wizardry V: Heart of the Maelstrom** **Capcom** **\$15/R2**
Based on the PC series of the same name. Oddly, Capcom skipped

Wizardry 3 and 4, and went to 5. Wizardry 1 and Wizardry 2 (Knight of Diamonds) appeared on the NES. Role-Playing/Turn-Based RPG. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 5, and a 5. #SNS-W5-USA.

Wolfchild **Virgin** **\$8/R2**

Also appeared on the Genesis and Sega CD. Action/Platform/Scrolling Screen. #SNS-WH-USA.

Wolfenstein 3D **Imagineer** **\$5/R1**

Port of the PC game that started the first person shooter craze. Shooter/First-Person Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 7, and a 6. #SNS-6W-USA.

Wolverine: Adamantium Rage **LJN** **\$4/R1**

Also released on the Genesis. Features the Marvel comics superhero. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, 6, and a 5. #SNS-AWXE-USA.

Wordtris **Spectrum Holo** **\$10/R4**

One of Alexey Pajitnov's numerous follow-ups to Tetris. Not nearly as good as Tetris, though. Puzzle/Action. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 5. #SNS-WT-USA.

World Cup USA '94 **US Gold** **\$2/R1**

Also released on the Genesis. Features the Marvel comics superhero. Sports/Soccer. Multiplayer adapter compatible. #SNS-U4-USA.

World Heroes **SunSoft** **\$3/R1**

Based on the 1992 Alpha Denshi coin-op. Oddly released by Sunsoft instead of Takara, which did every other NG port. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 6, 6, and a 6. #SNS-WZ-USA.

World Heroes 2 **Takara** **\$4/R2**

Developed by Saurus. Based on the 1993 ADK coin-op. Fighting/Tournament Style. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 7, and a 6. #SNS-JI-USA.

World League Soccer **Mindscape** **\$2/R1**

Sports/Soccer. #SNS-WS-USA.

World Soccer '94: Road to Glory **Atlus** **\$2/R1**

a.k.a. **World Soccer (Japan)**
Sports/Soccer. #SNS-WO-USA.

WWF Raw **LJN** **\$2/R1**

Fighting/Wrestling. #SNS-AWFE-USA.

WWF Royal Rumble **LJN** **\$3/R1**

Also released on the Genesis. Fighting/Wrestling. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 7, and a 7. #SNS-WU-USA.

WWF Super Wrestlemania **LJN** **\$2/R1**

The first of many WWF (now WWE) wrestling games for the SNES, all of which use the same engine, and are equally common. Also released on the Genesis. Fighting/Wrestling. #SNS-WF-USA.

WWF Wrestlemania: The Arcade Game **Acclaim** **\$4/R2**

Based on the 1995 Midway coin-op. Different from every other SNES WWF game. Fighting/Wrestling. #SNS-AWWE-USA.

Xardion **Asmik** **\$10/R4 +**

Early third person side scrolling action game. One of the better sleep-hit games on the SNES. Action/Platform/Shooter. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 7, 5, and a 4. #SNS-XA-USA.

X-Kaliber 2097 **Activision** **\$8/R2**

Featuring music by Psychosonik. Whoever they are. Action/Platform/Hack & Slash. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 6, and a 6. #SNS-X7-USA.

X-Men: Mutant Apocalypse **Capcom** **\$4/R2**

Based on the venerable Marvel comics series. Side scrolling action, as opposed to the wretched top-down game on the NES. Also different from both X-Men's released on the Genesis. Action/Platform/Scrolling Screen. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-AXME-USA.

X-Zone **Kemco** **\$8/R3**

Early SuperScope game. also known as "Kotobuki System Co. Ltd". Shooter/Target Shooting "Gun Games". Nintendo SuperScope compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 8, 8, 8, and a 7. #SNS-XZ-USA.

Yoshi's Cookie **Nintendo** **\$6/R1**

Puzzle game also released for the NES and Game Boy. Puzzle/Action. #SNS-YC-USA.

Yoshi's Safari **Nintendo** **\$6/R1**

SuperScope game. Shooter/Target Shooting "Gun Games". Nintendo SuperScope compatible. PERIODICALS: Electronic Gaming Monthly gave this game a 7, 7, 6, and a 6. #SNS-RH-USA.

Young Merlin **Virgin** **\$10/R2**

Interesting adventure RPG that only uses thought and word bubbles with pictures, and no text whatsoever. Interesting concept that's quite well done. Role-Playing/Third-Person Real-Time. #SNS-Y6-USA.

Y's III: Wanderers From Y's **Nintendo** **\$10/R3**

Third in the series started on the PC Engine. Packaged with a poster. Role-Playing/Side View Real-Time. #SNS-YS-USA.

Zero: The Kamikaze Squirrel **SunSoft** **\$20/R7**

One of the most difficult games to get, and very hard to get complete. This rounds out the SNES' marketable character platformer catalog. Action/Platform/Scrolling Screen. #SNS-AZKE-USA.

Zombies Ate My Neighbors **Konami** **\$6/R1 +**

Excellent top-down shooter, with a horror movie theme. This game has the best array of weapons seen in any game... cans of soda, a squirt gun, decoy clones, the monster potion, and what came would be complete without - the rocket launcher! Action/Platform/Shooter. EASTER EGGS: Here's a password for you - BLHR. PERIODICALS: Electronic Gaming Monthly gave this game a 9, 9, 9, and a 9. #SNS-ZA-USA.

Zoo! Ninja of the Nth Dimension **GameTek** **\$10/R3**

Developed by Gremlin Graphics. Also released for the Genesis. Action/Platform/Scrolling Screen. #SNS-Z8-USA.

Zoop **Viacom** **\$6/R2**

Puzzle/Action. #SNS-AZPE-USA.

Total # of items in this section: **722**

PROTOTYPES AND ONE OF A KINDS

Batman **Software Creat** **\$0/R10**

At least one prototype is known to exist. Completely different from any released version.

- ❑ Bobby's World** **Hi-Tech Express** **\$0/R10**
At least one prototype is known to exist. The ROM is available on the net. © 1994. #SNS-ABWE-USA.
- ❑ Burn-In Test Cartridge** **Nintendo** **\$150/R9**
While the SNES started out with the all-in-one cart, they forgot a few things - name the mouse and Super Scope. This cart takes care of checking those out. This cart also has a function to test against screen burn-in. As with all test carts, only given to test centers, and not formally released.
- ❑ Daze Before Christmas** **Sunsoft** **\$0/R10**
At least one prototype is known to exist. This game probably got cut off when Sunsoft shut its doors. This version is complete, the game is your standard platformer.
- ❑ Espolis II** **Taito** **\$0/R10**
At least one prototype is known to exist. An RPG that was released in Japan.
- ❑ Eurit** **Electronic Arts** **\$0/R10**
At least one prototype is known to exist. Similar in presentation to Solstice on the NES, and Equinox on the SNES (Isometric view), but plays quite differently.
- ❑ Lobo** **Ocean** **\$0/R10**
The ESRB gave this game an E, and the ROM is floating around the net. The proto is out there... somewhere.
- ❑ Looney Tunes: Hoop It Up** **Sunsoft** **\$0/R10**
At least one prototype is known to exist. Very different from the released B-Ball.
- ❑ M.A.C.S. (Multipurpose Arcade Combat Simulator)** **Nintendo** **\$0/R10**
Designed by US Army. The DP guide would like to present one of the hardest video game devices to attain: The M.A.C.S! Now, you may be wondering why it says the developer is the U.S. Army... well, it's because they are! This 'game' of sorts, takes a gutted Super Scope 6, modifies it for long range use, and mounts it on a training M16 machinegun. Used to train recruits in marksmanship, it's highly unlikely the Army would ever let one of these go. Maybe... maybe not. The ROM is out there. Reports suggest at least 500 of these were made. More investigation suggested these systems cost \$2,000 at release.
- ❑ NTF 2.5 Test Cartridge** **Nintendo** **\$150/R9**
The sequel to the NES NTF 1.0. Your standard rolled-into-one test cart, checking the SNES and its port's various functions. As with all test carts, only given to test centers, and not formally released.
- ❑ RHI Roller Hockey '95** **Amer Softworks** **\$0/R10**
Developed by Radical Entertainment. One prototype is known to exist, as well as a prototype of the manual. The box has been seen on a Vidco plaque. © 1993. #SNS-ARHE-USA.
- ❑ Sgt Saunders' Combat!** **Activision** **\$0/R10**
One prototypes are known to exist The game itself is complete, and based on the Japanese release.
- ❑ Smurfs, The** **Infogrames** **\$0/R10**
At least one prototype is known to exist. Released in Europe.
- ❑ Special Tee Shot** **Nintendo/HAL** **\$0/R10**
Recently, a prototype for this game has shown up on eBay. This game is the precursor to Kirby's Dream Course.
- ❑ StarFox 2** **Nintendo** **\$0/R10**
Developed by Argonaut. Screenshots can be viewed at <http://www.sportkompaktwoche.de/> and ROM file is available elsewhere on the net.

- ❑ Steven Seagal is: The Final Option** **TecMagik** **\$0/R10**
FIVE prototypes are known to exist.... Go figure. The game itself is incomplete.
- ❑ Waterworld** **Ocean** **\$0/R10**
Based on the soggy 1995 Kevin Costner action/sci-fi movie. At least one prototype is known to exist. This prototype is a fairly complete version.
Total # of items in this section: **17**

HARDWARE AND PERIPHERALS

- ❑ Cleaning Kit, Eliminator** **Naki** **\$5/R3**
If you were a patron of FuncoLand in the 90s, before the GameStop buyout, then this was shoved in your face ad nauseum.
- ❑ Cleaning Kit, SNES** **Nintendo** **\$8/R2**
- ❑ Console, Super Nintendo Entertainment System** **Nintendo** **\$25/R1**
The Super Nintendo. The console of consoles. Keep an eye out for yellowed systems. This is due to Nintendo switching to a cheaper plastic later on in the life cycle, that degrades over time. It's not dirty - that's how it is! Subtract \$10 from the value if it's yellow.
- ❑ Console, Super Nintendo Entertainment System** **Nintendo** **\$35/R3**
Akin to the NES top loading system, the SNES got a redesign later in life. Unlike the NES, this version only removed the eject button, and made it smaller. Not as rare as it would seem, and not worth the extra money it goes for, unless you don't have a SNES at all.
- ❑ Controller Extension Cord** **Naki** **\$1/R1**
Many companies have probably produced these. Hard to pin it on just one.
- ❑ Controller, ASCIIpad** **ASCII** **\$5/R2**
The finest third party controller on the SNES. A bit thinner than the standard controller, but with turbo, slow-mo, and the color scheme the standard controllers should have had.
- ❑ Controller, Batter Up!** **Sports Sciences** **\$10/R2**
Basically, a big foam bat, for use with some, but not all, baseball games on the SNES. Also released for Genesis.
- ❑ Controller, Dual Turbo** **Acclaim** **\$10/R2**
See a pattern forming? The trend of releasing games and accessories in the vein of NES accessories continues with the Dual Turbo, the successor to the similar controller pair on the NES. Wireless, turbo controllers.
- ❑ Controller, Freedom Fighter** **Fire** **\$6/R1**
Wireless controller by an unknown third party accessory maker.
- ❑ Controller, Jetfighter** **Beeshu** **\$75/R8**
Airplane shaped controller. Comes with a converter for the Sega Genesis
- ❑ Controller, Mortal Kombat Kontrol Pad** **Innovation** **\$10/R4**
Odd controller with built in MK2 moves, similar to the SN Program Pad.
- ❑ Controller, Official Super Nintendo** **Nintendo** **\$1/R1**
Extremely common, the standard pack-in controller for the SNES. Also extremely common to find new in the box.

☐ **Controller, SN Program Pad Interact \$10/R3**

A programmable pad that lets you code in pad movements and replay them at a button. Also has built in moves for SF2 and MK2. Works ok.

☐ **Controller, Super NES Pelican \$1/R1**

More recently released, this controller is more shovelware than anything.

☐ **Controller, Super Power Pad Champ \$2/R2**

☐ **Controller, Super Scope Nintendo \$15/R3**

How did the Zapper grow into this? This looks like a rocket launcher instead of light gun. Packed with the Super Scope 5 cart.

☐ **Controller, TeeV Golf Sports Sciences \$15/R3**

Golf club controller, for you guessed it ... Golf games

☐ **Controller, Turbo Quickshot Quickshot \$3/R2**

Standard Quickshot entry into the SNES market.

☐ **Controller, Turbo Touch 360 Triax \$5/R2**

Garbage controller. Does NOT work as advertised. Also released on the Genesis.

☐ **Controller, Winner 600 Unknown \$3/R3**

☐ **Game Genie Galoob \$5/R1**

The venerable Game Genie line continues here. Galoob and Playmates swapped distribution sometime in the SNES' life. There are six codebooks to get, including the pack-in. All the books were subscription based mail-aways. #7353.

☐ **Game Genie Playmates \$5/R1**

The venerable Game Genie line continues here. Galoob and Playmates swapped distribution sometime in the SNES' life. There are six codebooks to get, including the pack-in. All the books were subscription based mail-aways.

☐ **Game Saver Plus Nakitek \$20/R6**

If you're familiar with the Game Action Replay on the SNES, then you know what this does. A standalone save state device for the SNES. Save and pick up where you left off.

☐ **Joystick, ASCII Fighter Stick ASCII \$10/R2**

When Capcom gave us their Fighter Stick, ASCII decided to give us their own version. Also released for the Genesis.

☐ **Joystick, Capcom Fighter Stick Capcom \$10/R3**

When Street Fighter II made its debut on the NES, Capcom made us a stick that they felt was perfect for the SNES. A little flimsy, but good for fighters.

☐ **Joystick, Pro 5 Unknown \$5/R5**

Works for the SNES and Genesis.

☐ **Joystick, Quickshot Pro Quickshot \$8/R2**

Standard Quickshot entry into the SNES market.

☐ **Joystick, Super Advantage ASCII \$5/R2**

The next logical step after the Advantage on the NES. This controller is designed like the SNES (literally, with faux power and reset buttons on the stick), along with slow-mo and turbo functions. Very sturdy.

☐ **LifeFitness Entertainment Lifecycle System LifeFitness \$750/R7**

Stationary bicycle with built in SNES. Compatible games include Speed Racer, Mountain bike Rally, and Cannondale Cup

☐ **Miracle Piano Teaching System SW Toolworks \$80/R7**

Piano teaching system for use on the SNES/NES/Genesis/PC

☐ **Mouse, Official with Mouse Nintendo \$5/R2**

Packed in with Mario Paint.

☐ **Multiplayer, 5 Player Hudson Hudson \$5/R3**

This plug was packed in with Super Bomberman 1, in a Party Pak. Has a switch to switch between the adaptor being a second player controller only, or as a multi.

☐ **Multitap, Hori Hori \$5/R2**

☐ **Multitap, Super 5-Play Performance \$5/R2**

☐ **Power Plug Adaptor Tyco \$5/R2**

This pass through device would give any SNES controller the ability to add a number of improvement effects like turbo with a button press.

☐ **Pro Action Replay Dattel \$5/R1**

More of a Euro SNES item, this item performs just the Game Genie.

☐ **Storage Box Nintendo \$2/R3**

Can hold SNES games, as well as NES, as long as you store them on their side.

☐ **Super 8 Innovation \$50/R6**

Play your NES/Fami titles on a SNES control deck

☐ **Super Game Boy Nintendo \$10/R1**

Play Game Boy games on your SNES! The precursor to the Game Boy Player on the GameCube. Add color to previously black & white games. This device is shaped like a cart, but taller, with a slot for GB games. This device will NOT play Game Boy Color games whatsoever. Certain titles like Donkey Kong (94) have enhanced functions and colors in the SGB. #SNS-A-SG.

☐ **X-Band Modem T*HQ \$12/R6**

Dial up and play a friend... Over 9600 kbps

Total # of items in this section: 40

HALF

☐ **Arcus Odyssey Renovation \$0/R0**

Box shown on www.half.com but this game was never released. Electronic Gaming Monthly reviewed the SNES version all 7.0s, meaning the game must be out there. ©1993. #SNS-A5-USA.

☐ **Asterix Electro Brain \$0/R0**

Developed by Infogrames. Box shown on www.half.com but this game was never released. ©1994. #SNS-XE-USA.

☐ **Best Farmer Harvest Vic Tokai \$0/R0**

☐ **Comanche Nintendo \$0/R0**

The ESRB rated this game for Everyone, so it must exist in completed enough form to garner a rating. Like all first party prototypes, expect this title to never, ever turn up, unless it is stolen from Nintendo, or leaked from Nintendo of Europe.

☐ **Converse Hardcore Hoops Virgin \$0/R0**

The ESRB rated this game for Everyone, so it must exist in completed enough form to garner a rating. May also have been Converse City Ball Tour.

☐ **Dream Probe Renovation \$0/R0**

Box shown on www.half.com but this game was never released. Electronic Gaming Monthly gave this game a 6, and 3.5s, so the game has to be out there somewhere. ©1992. #SNS-DP-USA.

☐ **Enclosure Go Highway ASK Kodansha \$0/R0**

- Exosquad Revised** **Playmates** **\$0/R0**
The ESRB rated this game for Everyone, so it must exist in completed enough form to garner a rating.
- Fireteam Rogue** **Accolade** **\$0/R0**
The ESRB rated this game for Everyone, so it must exist in completed enough form to garner a rating.
- FX Skiing** **Nintendo** **\$0/R0**
The ESRB rated this game for Everyone, so it must exist in completed enough form to garner a rating. Like all first party prototypes, expect this title to never, ever turn up, unless it is stolen from Nintendo, or leaked from Nintendo of Europe.
- Galactic Defender** **Culture Brain** **\$0/R0**
Box shown on www.half.com but this game was never released. ©1994. #SNS-CU-USA.
- Get in the Hole** **Ricoh** **\$0/R0**
- Godzilla: Destroy All Monsters** **Toho** **\$0/R0**
Shown on a Vidco store plaque and reviewed by the ESRB. It was released in Japan as Godzilla: Kajuu Dai Kessen. ©1995. #SNS-AGZE-USA.
- Gosennin** **J-Wing** **\$0/R0**
- Great Battle, The** **Bandai** **\$0/R0**
Box shown on www.half.com but this game was never released. ©1992.
- Horde, The** **Crystal Dynam** **\$0/R0**
Probably the same game as the FMV laced game on the 3DO of the same name. Curious to think if they would have completely removed the Kirk Cameron or not. The ESRB rated this game for Everyone, so it must exist in completed enough form to garner a rating.
- Jyanyuki Goku Randa** **Virgin** **\$0/R0**
- Kakinoki Shogi** **ASCII** **\$0/R0**
- Mario's Game Gallery** **Interplay** **\$0/R0**
This title looks like Nintendo licensed out Mario like they did with the learning titles. The ESRB rated this game for Everyone, so it must exist in completed enough form to garner a rating.
- Masaki Takemiya Enclosure Go General** **KSS** **\$0/R0**
- Mickey's Playtown Adventure** **Hi-Tech Express** **\$0/R0**
©1994. #SNS-AMPE-USA.
- Might & Magic II: Gate to Another World** **American Sammy** **\$0/R0**
Released on the Genesis. This game received a full walk-through in one of those SNES strategy guide books (multi-game). Whether or not the strategy was based on the Genesis or PC version is unknown. Electronic Gaming Monthly reviewed this game as well, g! American Sammy is a subsidiary of Sammy Corporation of Tokyo, Japan. ©1994. #SNS-MG-USA.
- Multi Play Volleyball** **Pack-In Video** **\$0/R0**
- New Shogi Club** **Hector** **\$0/R0**
- Nomark Bakuaitou** **Sotsu Agency** **\$0/R0**
- Of Habu Expert Also Shogi** **Tomy** **\$0/R0**
- Pelet** **Accolade** **\$0/R0**
Box shown on www.half.com but this game was never released. Released on Sega Genesis. ©1994. #SNS-58-USA.
- Power Drive** **US Gold** **\$0/R0**
Developed by Rage Software. Box shown on www.half.com but this game was never released. ©1994. #SNS-APWE-USA.
- Rally: Final Round Championship** **JVC** **\$0/R0**
Developed by Europress. Shown on a Vidco store plaque. The ESRB rating this game as an E, so it would make sense for a prototype to exist in nearly completed form. ©1994. #SNS-ARCE-USA.
- Ranma 1/2 II: Anything-Goes Martial Arts** **Toho** **\$0/R0**
Box shown on www.half.com but this game was never released. ©1994. #SNS-5K-USA.
- Savage Empire: Worlds of Ultima** **FCI/Pony Canyon** **\$0/R0**
a.k.a. **Ultima Kyoryu Teikoku (Japan)**
Reviewed by Electronic Gaming Monthly. It garnered a 7, 7, 6, and 5. This title was released in Japan, but didn't make the U.S. cut?
- Sengoku** **Data East** **\$0/R0**
Box shown on www.half.com but this game was never released. A Neo-Geo title that didn't make the cut? Electronic Gaming Monthly thinks so, giving it a 5, 4, 4, and a 4. Ouch. ©1993. #SNS-G5-USA.
- Shadow, The** **Ocean** **\$0/R0**
Box shown on www.half.com but this game was never released. Electronic Gaming Monthly reviewed this game and gave it a 7, 5, 4, and a 4. A prototype must be out there somewhere. Not released on any other system. ©1994. #SNS-ATOE-USA.
- Socks the Cat Rocks the Hill** **Kaneko** **\$0/R0**
Electronic Gaming Monthly reviewed this game and gave it a 6, 6, 5, and a 5. Now where's the review prototype? ©1993. #SNS-5X-US.
- Sound Fantasy** **Nintendo** **\$0/R0**
Box shown on www.half.com but this game was never released. Was to be packaged with a mouse. Mouse compatible.
- SpellCraft** **ASCII** **\$0/R0**
Box shown on www.half.com but this game was never released. Electronic Gaming Monthly reviewed this game and gave it a 7, 6, 6, and a 5. A prototype must have existed at one point or another. Mouse compatible. ©1992. #SNS-C5-USA.
- Super Loopz** **Imagineer** **\$0/R0**
Developed by Audiogenic. Box shown on www.half.com but this game was never released. Electronic Gaming Monthly gave this game a 9, 8, 7, and a 7. ©1994. #SNS-2E-USA.
- Super Soccer Champ 2** **Taito** **\$0/R0**
Shown on a Vidco store plaque. ©1994. #SNS-2Y-USA.
- Syvalion: Attack Fighter** **JVC** **\$0/R0**
Developed by Taito. Box shown on www.half.com but this game was never released. ©1992. #SNS-SY-USA.
- Tenpai** **Enix** **\$0/R0**
- Toxic Crusaders** **Bandai** **\$0/R0**
Developed by Taito. Electronic Gaming Monthly gave this game a 8, 7, 6, and a 5, but it was never released. ©1992. #SNS-SY-USA.
- Turbo Toons** **Allan Ltd** **\$0/R0**
Box shown on www.half.com but this game was never released. The ESRB also rated this game as an E. Multiplayer adapter compatible. ©1995. #SNS-ATTE-USA.
- Undercover Cops** **Irem** **\$0/R0**
Box shown on www.half.com but this game was never released. ©1994. #SNS-UV-USA.

☐ Universal Soldier	Accolade	\$0/R0
Released on the Genesis.		
☐ Warrior of Rome III	Extreme	\$0/R0
Developed by Micronet. The box art has been seen on www.half.com . We don't know, this may very be a European release - there is presently insufficient data on this particular title, outside of the fact that no one we know actually owns one. Rumor mill until proven otherwise. Mouse compatible. ©1994. #SNS-35-USA.		
Total # of items in this section:	45	
Total # of items in all:	824	

HISTORICAL NOTES

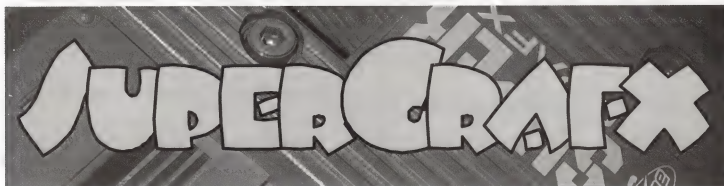
Launched in the USA 1991. Original retail price: \$199.

TECHNICAL NOTES

Processor: 65816 (16-bit)
Processor Speed: 3.58 MHz
Memory: 128 kb RAM, 64 kb Video RAM
Resolution: 256 x 224 (without hi-res mode)
Color Palette: 32768
Colors: 256 max on-screen
Max sprites: 128
Sprite size: 64 x 64
Game Media: Cartridges
Cartridge size: 20MB - 390+MB

Super NES and Super Famicom has a built-in lockout against foreign cartridges. Converters are available, they trick the console by accepting two cartridges, the "foreign" one which you wish to play, and the local version so that the console can bypass the lockout.

The Japanese and US lockout chips are the same but American cartridges are squared at the corners preventing them from being used without cutting a hole in the cart slot.



With the respective launches of Sega's Mega Drive and Nintendo's Super Famicom in Japan, NEC had something to worry about. While their PC Engine was a nice improvement over the reigning Famicom, it simply couldn't produce the kind of true 16-bit experience gamers were getting from the competition.

So in 1989 NEC unveiled their own upgrade, the SuperGrafx. This beauty, retailing at 39800 yen (about \$350) seemed to be the answer. The system is completely backwards compatible, playing all of those wonderful PC Engine HuCards, and with the proper add-ons gamers could still experience the CD-ROM games or "Arcade" line titles. Sporting an additional video display chip and four times the RAM of the PC Engine, gamers would soon see more layers of depth and more sprites moving fluidly on their screens.



Then, as is often the case with failed console launches, a few obvious problems became immediately evident. First of all, the graphics and sound weren't that much better than the PC Engine's. Sure, we could see the additional levels of parallax scrolling in **Aldynes**, the smooth bursts of dozens of tiny guns in **1941: Counter Attack**, and the lush, colorful world of **Daimakaimura**... but quite frankly, it wasn't enough to warrant the purchase of a new console. If you were going to shell out 40000 yen it clearly would have been better spent on a Mega Drive or Super Famicom, which already had more titles than SuperGrafx was promoting.

NEC went in cautiously and like a pool that is a little too cold to dive into, quickly pulled out. With the imminent launch of the competitors' systems in the US, they opted instead to go head-to-head with their PC Engine in Japan, and with the TurboGrafx-16 in the US. Though the battle didn't wage very well in North America, the PC Engine did capture a significant fan base in Japan. The SuperGrafx, a mere blip on the radar at the time, disappeared with a mere five dedicated titles developed for it.

From a collector's standpoint, the system is worth owning if you do not already own a PC Engine, and should be considered if you're about to get into TurboGrafx-16 collecting. First of all, it's going to cost about the same, and usually SuperGrafx systems can be found with all of their packaging unlike PC Engine which almost always seem to turn up "loose". Secondly, you can play all of the PC Engine HuCards on it. The advantage this system has over buying a US TurboGrafx-16 is that you'll have access to over 700 games that were released in Japan, many of which were TurboGrafx-16 games as well. It certainly makes for a good investment.

The games (with the exception of Battle Ace which also happens to be the weakest title) are pricey and difficult to find, but as an alternative to the PC Engine or TurboGrafx-16 you really can't go wrong.

- Joe Santulli

Section written by Joe Santulli. Edited by Joe Santulli.

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete".

Non U.S. Game Releases

Japan

- ☐ **1941: Counter Attack** Hudson \$100/R8
Based on the 1990 Capcom coin-op. Superb port of the arcade game which had received a number of facelifts over the years to keep it competitive in the arcades. Released 08/23/91. GENRE/STYLE: Shooter/Vertical Scrolling. #HC91048.

- ☐ **Aldynes** Hudson \$75/R7
This space SHMUP is similar to the Gradius series in many ways and a nice alternative to Darius Alpha, which is not going to come cheap. Released 02/21/91. GENRE/STYLE: Shooter/Horizontal Scrolling. #HC91044.

- ☐ **Battle Ace** Hudson \$25/R4
This on-rails shooter finds you blasting enemy life forms across lots of unusual environments. Not as visually impressive as the other SuperGrafx games. Released 11/30/89. GENRE/STYLE: Shooter/First-Person Vehicle Shooter. #HC89026.

- ☐ **Daimakaimura** NEC Avenue \$50/R5 +
a.k.a. **Ghouls 'n Ghosts**
Based on the 1988 Capcom coin-op. Considered by many to be the best version of Ghouls 'n Ghosts ever on a home system. Released 07/27/90. GENRE/STYLE: Action/Platform/Scrolling Screen. #NAPH1008.

- ☐ **Darius Alpha** NEC Avenue \$800/R8
Compatible with PC Engine AND SuperGrafx. This game was given free to people who bought both Darius Plus and Super Darius. It is estimated that less than 1000 were ever made. Per Larry Anderson: "I know 3 game shops you can walk into any day of the week in Japan and get it at for \$800. Based on that, I have to give it a rarity of 8; it's easy to obtain if you're willing to fork out the cash". GENRE/STYLE: Shooter/Horizontal Scrolling. ©1990 NEC Avenue.

- ☐ **Darius Plus** NEC Avenue \$25/R4
Compatible with PC Engine AND SuperGrafx. As such this could theoretically have been left off of this list. However, because it does take advantage of the SuperGrafx' enhanced sprite-handling, we're gonna leave it right here for now. Released 09/21/90. GENRE/STYLE: Shooter/Horizontal Scrolling. #NAPH1009.

- ☐ **Granzort** Hudson \$70/R7
a.k.a. **Madoo Granzort, Madokisoku Granzort**
Slow-paced battler where your heavily armored character jumps, shoots, and slashes his way through level after level. With bosses. Released 04/06/90. GENRE/STYLE: Action/Platform/Shooter. #HC90029.

Total # of items in this section: 7

PROTOTYPES AND ONE OF A KINDS

- ☐ **Power Console** Hudson \$999/R10
An expansion that slides over the SuperGrafx console, consisting of

a keypad and fully functioning flight/wheel/throttle controls. Very cool and VERY rare.

Total # of items in this section: 1

Hardware and Peripherals

- ☐ **CD-ROM Adapter** NEC \$50/R0
This unit is used to connect the PC Engine SuperGrafx unit to the Interface CD-ROM 2 unit for CD-ROM playability. #RAU-30.

- ☐ **RAU-30** NEC \$25/R6
Allows you to connect the SuperGrafx console to the PC Engine Interface Unit. It provides a PC Engine console shell that locks into place on the Interface Unit, while a cable connects the other end to an adapter for the SuperGrafx.

Japan

- ☐ **Console, SuperGrafx** NEC \$150/R6
It's nothing special really, but it plays somewhat enhanced PC Engine games developed specifically for this console. It's main advantage is the improved sprite-handling, offering 128 on-screen sprites to the PC Engine's 64. It is also completely compatible with PC Engine HuCards. Released 12/89. #PI-TG4.

Total # of items in this section: 1

Rumor Mill

- ☐ **Galaxy Force II** NEC Avenue \$50/R0
☐ **Out Run** NEC Avenue \$50/R0
☐ **Strider** NEC Avenue \$50/R0

a.k.a. **Strider Hiryu**

Rumors of a prototype abound - but no proof for us... yet.

Total # of items in this section: 3

Total # of items in all: 14

Historical Notes

Launched 1989. Original retail price: 39800 yen.

Technical Notes

Processor: 65618 + 6280 (8-bit)
Graphics Processor: 16-bit
Processor speed: 7.16 MHz
Memory: 32k SRAM, 128k VRAM
Resolution: 320 x 224
Color Palette: 4096
Colors: 256 max on-screen
Max Sprites: 128
Sound: 6 channel stereo
Game Media: Cards (HuCards)

The SuperGrafx can play PC Engine HuCards and the six native SuperGrafx HuCards. With the CD-ROM expansion it can also play PC Engine CD's, PC Engine Super CD's, add an arcade card and play PC Engine Arcade CD's as well.

TURBOGRAFX-16

Bonk? What the hell is a "Bonk"? That's the question that gamers everywhere were asking each other when the TurboGrafx-16 entered the gaming arena as a contender in 1990. This unique unit had no cartridge slot, but the graphics on its games were vibrant and amazing, its controllers had turbo built right into them, and the games were on credit card sized "HuCards". Everyone who saw the ads and the demo units knew. Something new had finally arrived on the gaming scene.

Touting vibrant colorful games and a great advertising campaign, the TurboGrafx-16 managed to shoulder its way into the fight between two gaming giants in the early 1990s. As Nintendo and Sega continued their infighting to dominate the gaming market, NEC snuck in the back door and stole a seat. In North America, this came as a surprise to most gamers, but NEC had been stealing bits of market share from both of the big boys since 1987 in Japan with the introduction of the PC Engine. Unlike its clunkier cousin the TurboGrafx-16, the PC Engine was small, sleek and elegant. Most importantly though, it had a vast library of games. NEC made several iterations of the console and with its success in Japan, brought this powerhouse to the US. Sadly, the US never received the vast plethora of gaming goodness that Japan did for this system. We did however receive some of the best games, from *Soldier Blade* to *Bonk's Adventure*, and later on, games such as *Exile* and even *Cotton*.



Ultimately, as you may already know, the market didn't allow NEC to take a deserving place with Sega and Nintendo. It wasn't for lack of trying though. Before their turn was through, NEC released not only the TurboGrafx-16, but also a handheld version of the system with an active matrix backlit LCD screen called the TurboExpress (called the PC Engine GT in Japan), an AV adaptor for even higher quality gaming graphics, and the most impressive of all, a CD-ROM adaptor for the TurboGrafx-16! Running on only two 8-bit dual processors (one for graphics and one CPU), NEC managed to release some of the most impressive games of the 16 bit era. While technically an 8-bit system, the TurboGrafx-16 manages to consistently reach the standards of most 16-bit games, and is commonly considered a 16-bit system by right. With the advent of CD-ROMs, NEC managed to be the first company to offer the technology in a console with the release of a CD-ROM attachment that connected to the TurboGrafx-16 through a base adaptor. The CD-ROM unit required a BIOS card to boot the CD based games, and was fairly large in comparison to the TurboGrafx-16 itself, but ultimately made for some of the most impressive games of the generation. Unfortunately, all the impressive new technology in the world couldn't get people to buy the systems.

While sales of PC Engine titles in Japan were skyrocketing and hundreds of games were being produced and sold by the tens of thousands, US sales were lagging severely. US gamers, and often their parent, couldn't afford to buy a third game system for their homes, and with Nintendo firmly establishing the Super Nintendo and Sega publishing amazing games for the Genesis, gamers were hard pressed to find TurboGrafx-16 games on the shelves of their local stores. To combat this, NEC launched a redesigned TurboGrafx-16 in 1992, with the creation of their new arm, Turbo Technologies (TTI). This new TurboGrafx-16 had the HuCard port so all your normal TurboGrafx-16 games could be played, and added a built-in CD-ROM unit with the most upgraded BIOS software available. This behemoth of gaming was called the Turbo Duo.

The Turbo Duo played every game available for the TurboGrafx-16, making it the first console system upgrade with backwards compatibility. It was one of the first systems to have internal memory for game saves, and was much smaller than the TurboGrafx-16 CD-ROM attachment. Amazing new games like **Vastel**, **Lords of Thunder**, **Super Air Zonk**, and many more were released for it. Sadly, even this could not save NEC in North America. Only a small portion of the amazing selection of PC Engine games available in Japan were ever brought to North America. Barely over 100 titles were released in the US compared to well over 800 in Japan. This oversight, brought on as much by licensing and copyrights as by poor decisions by NEC and third party publishers, ended up being the downfall of the TurboGrafx-16 and Turbo Duo in the US. With the Super Nintendo picking up steam quickly and the Genesis dropping vast numbers of titles every month, there was no room in the market for NEC who was inexorably forced out of the burgeoning gaming market by late 1993.

Sadly, due to NEC's lackluster showing in the US market, gamers here never got a chance to experience some of the best gaming ever available in the 16 bit era do to the poor showing of NEC with the TurboGrafx-16 and Turbo Duo. Games like **Dracula X: Rondo of the Blood**, arguably the best **Castlevania** game ever released, never reached these shores, except through a few importers. Many of the best classic 16-bit horizontal and vertical shooters, strategy games, and RPG's never reached translation to English and were lost to us as well. While many amazing titles were published stateside by NEC, many more were ignored or passed by, leaving gamers to slowly discover them title by title. One of the goals of this section of the guide is not only to give you an idea of value for these lost gems, but also to give modern gamers an idea of what they are missing, and allowing them to break through the language barrier just a little bit and experience what not only the TurboGrafx-16, but also the PC Engine had to offer.

For TurboGrafx-16 and PC Engine resources, there is one other definitive source of information, one without which even this guide would not have been possible. That source is the Turbo List. Run by BT Garner, the Turbo List consists of a direct mail list for PC Engine and TurboGrafx-16 aficionados and a stunning online database that covers literally EVERY domestic and import release for all of NEC's systems, including PC Engine, TurboGrafx-16, SuperGrafx, and even PC-FX. You can subscribe to the Turbo List mailing list by sending a message to turbo-list-request@joyce.eng.yale.edu with "subscribe in the subject line, and you can reach BT's amazing archive of PC Engine data at <http://www.pcecp.com>. Be sure to check it out! Our thanks to BT Garner for not only maintaining these great references for so long, but also publishing new TurboGrafx-16 CD based games recently. More information on available new and upcoming titles is available at <http://www.mindrec.com>.

Finally, kudos to NEC for such great games and hardware. Hopefully every gamer gets a chance to try some of these games someday. Now stop reading, go get a TurboGrafx-16 or a Duo and go play them!

PC Engine

While we were all joyously playing our NES and Genesis systems here in the US, the Japanese were going crazy for a little system called the PC Engine. Ported to the US under the name of the TurboGrafx-16, the PC Engine didn't do incredibly well in the US, with only around 150 titles released. However, while we here in the US suffered through a lack of games for the system, the Japanese got over 700 for the PC Engine and it's still an incredibly popular system in Japan. As a result, there were many limited releases and obscure collectible titles released for the PC Engine, and quite a few pirate games that were never officially recognized by NEC as well, much like the Sachen games for NES. Due to all these obscure games, and the overall quality of the titles, the PC Engine is a fun system to collect for.

The thing to remember about PC Engine collecting is that since the games were released in Japan only, it's more difficult to get them. Until the internet and eBay, there were only a handful of PC Engine games available to the US through the backs of magazines. This means that games that are an R3 in this guide might rate an R1 or R2 in Japan, but are an R3 here due to the difficulty in obtaining them. Prices for PC Engine games are based on complete games, as it's fairly uncommon (but not unheard of) to find loose PC Engine games for sale. For HuCard games, complete means a case, manual, and HuCard. The PC Engine HuCard cases did not come with a back insert or spine card. For PC Engine Duo games (CD based ones), complete means that the game has the manual, case, back insert, spine card, and any extras the game came with. Some Hentai and promo games came with no spines, and the famed Special Version HuCards came loose with no cases.

- Nate VanLindt

Section written and maintained by Larry Anderson & Nate VanLindt. Edited by Joe Santulli.

Game Release Notes: We've found that most people kept their jewel cases and manuals so we've priced these out accordingly. The price included here does NOT include the cardboard outer box (for TurboGrafx-16 US titles), however, which are often very difficult to find for this system.

U.S. GAME RELEASES

USA

❑ Aero Blasters NEC \$20/R4 + a.k.a. Aero Blasters+A68 (PC Engine), Air Buster (Genesis)

Developed by Hudson Soft. A well-done horizontal shooter that's well paced and fun. Typical higher-end fare for the 16 bit era, but worth the time! Shooter/Horizontal Scrolling. EASTER EGGS: a) Extra Credits: At the title screen press (R,SELECT)x3. Use U and D to get up to 9 credits. b) Difficulty Level: Press UP & LEFT then DOWN & RIGHT while pressing select repeatedly until screen turns Blue (easier) or Yellow (harder). c) Level Select: Get into credit mode (above). Press 1x10 for level 2. Press 1 once more for every further level you wish to go. Press SELECTx2, RUN. ©1990 Hudson, Interstate Kaneko. #TGX040051.

❑ Air Zonk TT1 \$20/R4 + a.k.a. Punkie Cyborg (PC Engine)

Developed by Hudson Soft. Classic "punk" shooter with everyone's favorite thickheaded caveman, now turned cyborg! An excellent horizontal shooter, fun and quirky! Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Shooter/Horizontal Scrolling. EASTER EGGS: Extra Bit Mode: At the "CONFIGURATION" screen press and hold Right, then press Select, you'll hear a chime, and then get ready for a rough ride. ©1992 Hudson. 1989, 1992 Red. #TGX040084.

❑ Alien Crush NEC \$8/R2 -

Developed by Hudson Soft. Based on the 1988 NEC coin-op. A rather organic video pinball game, well done, but not quite as good as its prequel, Devil's Crush. Traditional/Video Pinball. EASTER EGGS: Extra Ball: In bonus round with skulls and green aliens, kill all green aliens and skulls, except for ONE SKULL. Without hitting skull keep ball in play for about 20 seconds. A pterodactyl will appear, hit it. 1 million points and an extra ball will be given when the board is cleared. PERIODICALS: Named "Best Simulation Game of 1989" by Video Games & Computer Entertainment Magazine. Received Honorable Mention for "Best Sound and Graphics of 1989" by Video Games & Computer Entertainment Magazine ©1989 Hudson Soft. #TGX020005.

❑ Andre Panza Kick Boxing NEC \$6/R2 a.k.a. Kick Boxing, The (PC Engine)

Developed by Loriciel. Utilizes the save capabilities of the DUO or Turbo Booster Plus. Fighting/Tournament Style. ©1991 Futura-Loriciel. #TGX040068.

❑ Ballistix NEC \$15/R4

Developed by Psygnosis. Action/Pong-Style. ©1989, 1992 Psygnosis, 1992 NEC. #TGX030059.

❑ Battle Royale NEC \$10/R2 -

Below average wrestling game, clunky and unexciting. Fighting/Wrestling. Multiplayer adapter compatible. EASTER EGGS: a) Reenter Ring: Press I, U, D, L, R, II, U, D, L, R, II, U, D, L, R, II after being thrown out. Your wristbands will turn green. b) Championship Rematch: On screen announcing championship match press

SELECT, Ux2, Rx2, Lx2, II, I. This will allow continues. ©1990 Incredible Technologies Inc. #TGX030049.

❑ Blazing Lasers NEC \$15/R3 + a.k.a. Gunhed (PC Engine)

Developed by Hudson Soft. One of the best of the many shooters for the TG16, Blazing Lasers has excellent controls, great graphics, and interesting power-ups. A must have TG16 game! Shooter/Vertical Scrolling. EASTER EGGS: a) 30 Continues: At the title screen hold SELECT, press RUN. Wait until "AREA 1" is on the screen. b) Unlimited Continues: Do above, then when game is over you'll have 30 continues. Instead of pressing RUN right away, press SELECTx2. Now press SELECT and then RUN, hold both down until game starts. Even though continues will always = 30, it's unlimited! c) 16 Lives + 36 Bombs: At triangular boss at end of level 1, avoid the boss without shooting him. It will eventually get bored and leave. You will be awarded 16 live, 36 bombs and double your current score. (this also works the second time that you encounter this boss during the end, and also works with other odd-level number bosses (3, 5, ...)). d) Mode Select: At the title screen hold SELECT while alternately hitting I, II [*]. Repeat until pressing SELECT goes through 4 difficulty levels. To exit hold RUN, press SELECT. (I*) or with the Turbo switches ON, press I and II. e) See Ending: At the title screen hold Right, and press RUN as fast as you can. PERIODICALS: Received Honorable Mention for "Best Action Game of 1989" by Video Games & Computer Entertainment Magazine. ©1989 Hudson, Toho/Sunrise. #TGX030010.

❑ Bloody Wolf NEC \$10/R3 a.k.a. Narazumono Sentou Butai (PC Engine)

Developed by Data East. Based on the 1988 Data East coin-op. Simple run and gun shooter, much like Ikari Warriors and others. Uninspired, but some neat spots, like motorcycle riding. Very high difficulty which makes you use the infinite continues the game supplies. Action/Platform/Shooter. EASTER EGGS: a) Stage Select: At the title screen press II, I, I, I, I, I, I, I then push pad to desired level. U=1, U+R=2, R=3, D+R=4, D=5, D+L=6, L=7, U+L=8. b) Fast Mode: At the title screen press U, D, R, R, I, I, I, SELECT, RUN. A "2" will appear, and your man will run faster. c) Hover Mode: At the title screen press D, U, L, L, II, II, I, SELECT, RUN. A "3" will appear, and the jump button now controls hover. d) Extra Firepower: When at strength 2, climb up a fence. Press R+I+II for 50 shotgun, or L+I+II for 50 bazooka. When at strength 1 and on a barricade, press U+R+RUN+II for 10 flash bombs, or D+L+RUN+II for 10 super grenades. e) Flame Thrower: When parachuting at the start of rounds 2 and 5, hold U+I+II, press RUN for 50 flame thrower. PERIODICALS: Named "Best Turbografx-16 Arcade Game Action of 1990" by Game Player's Magazine. SANTULLI SLANT: A very popular genre in the late '80's was the "Rambo" theme, where it's you against an army. In some cases, like the excellent Contra series, it works. Here, however there are some problems with this one. The jumping is really whacked - you'll find yourself "floating" across barrels and into enemy fire... and you'll often be hit by more of this impossible-to-avoid gunfire. At least it's a big game. [Gr: 7, So: 6, Ga: 6, Ov: 6] ©1990 Data East. #TGX040037.

❑ Bormerman NEC \$15/R3 +

Developed by Hudson Soft. One of the earlier incarnations of the Hudson classic franchise for the NEC/Hudson system itself. A great action/puzzle game as always, and very nice on the TG-16 with a multi-tap! Utilizes the save capabilities of the DUO, Turbo CD or Turbo Booster Plus. Head-to-head play with two Turbo Express's possible via the TurboLink cable. Action/Head-to-Head Combat. Multiplayer adapter compatible. EASTER EGGS: Stage Select: Play a game and get 300 as the high score, wait until the game goes through it's first demo mode, then as the title screen unfolds, press Down, Select, I and II. When the menu appears, Press Run (while still holding the other keys) and you'll get a combo stage/item select menu. PERIODICALS: Listed as one of the '99 Favorite Classics" by

Digital Press in 1997. SANTULLI SLANT: Bomberman is one of those games that even video game-hating wives can enjoy (no I don't have one of those, fortunately), where the game itself is so cute and easy to pick up but which also deviously draws you into the intricacies that make the best video games as addictive as they can be. It also represents "real life" in that success is directly proportional to your ability not to fuck yourself. Many sequels, even across other platforms. [Gr: 7, So: 7, Ga: 10, Ov: 9] ©1990 Hudson Soft. #TGX020053.

□ Bomberman '93 NEC \$35/R6 +

Developed by Hudson Soft. An upgraded version of Bomberman with a bit tighter gameplay and new fields. Utilizes the save capabilities of the DUO, Turbo CD or Turbo Booster Plus. Head-to-head play with two Turbo Express's possible via the TurboLink cable. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Action/Head-to-Head Combat. PERIODICALS: Listed as one of the "99 Favorite Classics" by Digital Press in 1997. See Bomberman entry for web resources dedicated to this series of titles. ©1993 Hudson Soft. #TGX040093.

□ Bonk 3: Bonk's Big Adventure TT1 \$65/R8 + a.k.a. PC Genjin 3 (PC Engine)

Developed by Hudson Soft. The final TG16 Bonk game is also the rarest, and possibly the strangest, featuring the ability to become a monster-sized Bonk with stylish head-banging moves rarely seen outside of the long defunct Headbanger's Ball. One of the final US HuCard releases. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Action/Platform/Scrolling Screen. ©1993 Hudson Soft, Red. #TGX080097.

□ Bonk's Adventure NEC \$12/R2 a.k.a. PC Genjin (PC Engine)

Developed by Hudson Soft. The caveman with the head of stone makes his debut appearance in this great platformer. Colorful and huge sprites abound, with great controls and excellent music make Bonk one of the best TG16 titles around. Action/Platform/Scrolling Screen. PERIODICALS: Named "Turbografx-16 Game of the Year" in 1990 by Game Player's Magazine. Named "Most Exciting New Theme of 1990" by Electronic Gaming Monthly Magazine. Won "Special Achievement Award" in 1990 from OMNI Magazine. Named "Best Action Video Game of 1990" by Video Games & Computer Entertainment Magazine. SANTULLI SLANT: Hudson had the right idea with the Bonk series, starting with this one that launched a mascot. The character design is the best, right down to the little disposable baddies that litter many of the levels. The bosses are huge, and there's a pretty good variety of scenes that keep the whole thing interesting from start to finish. I really hate platform games, but Bonk is the goods. [Gr: 9, So: 8, Ga: 7, Ov: 7] Released 1989. ©1990 Hudson Soft, Atlus Ltd., Red. #TGX030028.

□ Bonk's Revenge NEC \$15/R3 + a.k.a. PC Genjin 2 (PC Engine)

Developed by Hudson Soft. Revenge is a dish best served on the TG16, as Bonk makes his sequel appearance from Red, the infamous Japanese software house. The same classic gameplay in all new levels! Action/Platform/Scrolling Screen. EASTER EGGS: a) Bonus Round Preview: Go to difficulty select menu & then press and hold II and press RUN. b) See part of the ending: Go to the Bonus Round preview (above), move the cursor to "EXIT" and press II+Run at the same time c) Remove word "Pause": Press Run to pause, the press I + II + Select. ©1991 Hudson Soft, Red. #TGX040058.

□ Boxyboy NEC \$6/R2 a.k.a. Shoko Ban World (PC Engine)

Developed by Media Rings. Utilizes the save capabilities of the

DUO, Turbo CD and Turbo Booster Plus. ©1990 Media Rings, 1983, 1989 Thinking Rabbit Co. Ltd.

□ Bravoman NEC \$10/R3 - a.k.a. Chozetsu Rinjin Bravoman (PC Engine)

Developed by Namco. Based on the 1988 Namco "Barobah Man" coin-op. Faithful port of the arcade game (released in Japan only). A painful attempt at a Mega Man for TG16, Bravoman does it all wrong with bad controls, painful English, and a poor design. The English is amusing though! Action/Platform/Hack & Slash. EASTER EGGS: a) Secret 1-Ups: In level 9 look for the second set of two stacked pipes. Crawl inside the bottom tube to get a 1-up in a multi-dimensional area. In level 20 find the statue in the middle of the stage and crawl into it for a similar 1-up. b) Continue: As Bravoman is dying press RUN and II simultaneously. c) Continue 2 (from same spot): Press & hold RUN after you die. A message will tell you that your life meter has been filled. d) Secret Game: At the title screen press II, SELECT repeatedly until secret game starts. e) Continue With Luck Symbols: At end of stage jump past Lottery Man. f) Infinite Continues: Play normally until EXACTLY 10,000 points. Kill game off. Don't continue, wait for title screen. At the title screen press U, R, D, L, II, SELECT, II, SELECT. Continue indicator should read infinite. ©1988, 1990 Namco. #TGX040047.

□ Cadash Working Designs \$20/R4

Developed by Taito. Based on the 1989 Taito coin-op. The only console version of Cadash to use the Ninja and Priest, this is one great arcade port from Taito! A platformer/RPG hybrid with excellent graphics lovingly ported by Working Designs in their infancy. Cadash is filled with lots of hidden areas and some great bosses! Role-Playing/Side View Real-Time. EASTER EGGS: a) Special Items: Amulet of dragon: Jump from rope into the rock on right and walk through rock located in continent four! Amulet gives you 65,535 gold. On ledge to top left of rope, there's a green dragon. b) Secret Rooms: Secret opening is a shortcut through the fire rope area in continent four, which will take you safely through this section. Once you're through the fire rope area and have fallen from the cliff, walk through the wall on the right to find a life bell. In final castle, look for invisible vines and platforms. These will lead to such useful items as the life bell and elixir. One such place is the chamber to the right of the princess, another is on the lower levels of the castle. Every character can reach the vine, but the angle of jump will be different. c) Continues: At the title screen after game is over, press & hold I+II+D on thumb pad, then press RUN. This allows you to continue 3 times from beginning of the last stage you were on. PERIODICALS: Good resource information for this game located at <http://www.shiningair.com/ca/ca.html> ©1991 Taito Corp. #TWG040501.

□ Champions Forever Boxing NEC \$12/R3

Developed by Distinctive Software. Endorsed by former heavyweight champions Muhammad Ali, George Foreman, Larry Holmes, Joe Frazier, and Ken Norton - all of whom are in the game. Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. Sports/Boxing. ©1991 Distinctive Software Inc, 1999 Champions Forever Inc. #TGX040077.

□ Chase HQ NEC \$25/R6 -

Developed by Taito. Based on the 1988 Taito coin-op. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Racing/Combat/Demolition. EASTER EGGS: Stage Skip: At the title screen, press Right, I, Left, II, Up, SELECT, Down, SELECT. You should hear an odd-sounding chime when you've completed entering the sequence. Start the game with that code, and you will be able to exit from any stage by holding the control pad diagonally in the Upper Right position and pressing I, II, and SELECT at the same time. Repeat the process at each successive stage to skip through the entire game. ©1990, 1992 Taito. #TGX030096.

- Chew Man-Fu** **NEC** **\$15/R6**
a.k.a. Be Ball (PC Engine)
 Developed by Hudson Soft. Puzzle/Action. **EASTER EGGS:** Golden Balls: At the title screen hold I + SELECT, press Left + Up. **SANTULLI SLANT:** On a system with so many "puzzle" games, I've found that the good ones get lost in the crowd. Here's one of them, a cross between the old Pengo arcade game, Bomberman, and a little thinking game that I can't remember because I don't think so much. Loads and loads of levels, with a good mix of enemy characters and Japanese cabaret. [Gr: 7, So: 6, Ga: 8, Ov: 8] ©1990 Hudson Soft. #TGX020035.
- China Warrior** **NEC** **\$6/R2 -**
a.k.a. Kung Fu (PC Engine)
 Developed by Hudson Soft. Very basic fighting game. An oversimplified look into an uninformative programmer's view of martial arts. Fighting/Side-Scrolling. **EASTER EGGS:** a) Continues: When "The End" appears, hold I+II+R, press RUNx2. This gives 3 continues. b) Continues 2: At the title screen after game is over, press & hold I+II+D, then press RUN. This allows you to continue 3 times from beginning of the last stage you were on. c) Level Skip: To start your quest on the second act (one game finished), hold Up while pressing the Select, I, and II buttons. You can continue by doing the same maneuver, but press Down instead of Up. ©1989 Hudson Soft. #TGX020008.
- Cratermaze** **NEC** **\$12/R3 +**
a.k.a. Doraemon Meikyu Daisakusen (PC Engine)
 Developed by Hudson Soft. Action/Maze Collect. **EASTER EGGS:** Special Scores: To get 10,000 point Hu-card, dig 255 holes. To get 20,000 point NEC icon, get all the chests without killing any enemies. To get a 1-up, create 64 tombstones. **SANTULLI SLANT:** Another one of those crazy "puzzle games that looks like Bomberman", Cratermaze actually draws more inspiration from the computer hit Lode Runner, or to a lesser degree, Universal's arcade sleeper Space Panic. You have to love a game where you bury your enemies alive. Cratermaze, like Bomberman, has a certain timeless addictiveness. I'll be playing it twenty years from now unless they find those people buried in my back yard. [Gr: 7, So: 5, Ga: 9, Ov: 9] ©1990 Hudson Soft. #TGX020027.
- Cybercore** **NEC** **\$18/R4**
 Developed by IGS. Don't like mosquitoes? Well, here's your chance to rid the world of a whole lot of bullet-spraying insects! Cyber Core is a decent vertical shooter focused on fighting swarms of rampaging insects! Don't forget your flyswatter! Shooter/Vertical Scrolling. **EASTER EGGS:** a) Ultimate Weapon: Collect power ups in the following order: Red, Blue, Green, Green, Yellow, Red. Loose all your shield and instead of the normal starting weapon, you will have a super weapon. Collecting Shield or Invincibility items will not affect this trick, but extra color items will prevent it. b) Unlimited Continues: At the title screen (or GAME OVER appears) hold down I,II,SELECT and then press RUN. If reset game while playing, repeat trick and you'll begin where you left off! ©1990 IGS. #TGX030030.
- Darkwing Duck** **TTI** **\$20/R4**
 Developed by Disney. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Action/Platform/Scrolling Screen. ©1992 TTI, 1992 Disney. #TGX040066.
- Davis Cup Tennis** **NEC** **\$8/R2**
 Developed by Loriciel. The token console tennis game. Doesn't every console have one? It's not bad... it's just tennis. Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. Sports/Tennis. ©1990, 1991 Loriciel, 1993 ITF. #TGX040061.
- Dead Moon** **NEC** **\$20/R5 +**

Developed by Natsume. One of the first TurboGrafx shooters to utilize parallax scrolling to it's full advantage. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Shooter/Horizontal Scrolling. **EASTER EGGS:** a) Invincibility: Before the Stage text appears on-screen, press and hold Down + Select, hold until your ship stops flashing. As long as your weapons are at level one, you will not take any hits. b) Stage Select: Point the control pad to the lower left and hold it there, hold down the I and II buttons and press RUN. ©1992 Natsume. #TGX040081.

- Deep Blue** **NEC** **\$12/R3 -**
 Developed by Pack-In Video. Look...its Darius! Wait...no, Darius is good. Deep Blue is an underwater shooter, one with far too high of a difficulty. Shooter/Horizontal Scrolling. **EASTER EGGS:** a) Restore Energy: When energy is low, press RUN continuously to slowly gain back strength. b) Continues: At the title screen, hold I and press Start. c) Continues 2: You must reach B. When game ends, press SELECT (instead of RUN) to begin from the level you died on. Can continue 3 times. d) Recharging: Don't shoot as you travel through level. **SANTULLI SLANT:** At first glance this game looks like a video aquarium, but waitaminut... those crazy fish are shooting at each other! Yes, it's another shooter for the TurboGrafx-16 with a strange twist that's too strange to fit right here. Suffice to say that the twist isn't twisty enough to make you ignore its many flaws. The most glaring of which is that there are just too many enemy hits that are impossible to avoid. I'm quick, baby. I'm quick! But even I can't beat these crazy attack... fish... ships...? [Gr: 7, So: 7, Ga: 3, Ov: 3] ©1989 Pack-In Video.
- Devil's Crush** **NEC** **\$40/R4 +**
 Developed by Naxat Soft. Sequel to Alien Crush and one of the best video pinball games ever made, vaguely reminiscent of an 80's rock concert with its artistic designs. A refreshing change in the TG16 library. Utilizes the save capabilities of the DUO or Turbo Booster Plus. Traditional/Video Pinball. **EASTER EGGS:** Bonuses and Balls: Blue ball: complete any one of bonus stages. Pink ball: send ball through tower after destroying all but one of tower guards. 2,000,000 point bonus: when putting ball into play, send it into crown without touching slime roulette. 100,000,000 points: Get the face to the last stage with your bonus tip points between 60 and 69, and have your bonus multiplier at 9. This is tough. **PERIODICALS:** Given "TurboGrafx-16 Excellence Award" in 1990 by Game Player's Magazine. Listed as one of the "99 Favorite Classics" by Digital Press in 1997. ©1990 Naxat Soft. #TGX030038.
- Double Dungeons** **NEC** **\$10/R2 -**
 Developed by NCS. Two player simultaneous first person RPG. A unique game but really more tedious than fun. Role-Playing/First-Person RPG. **SANTULLI SLANT:** The TG-16 is well-known for its role-playing games, especially on CD - but a few real losers slipped in - especially this "gimmick" RPG that thinks it's impressing people by allowing two players simultaneous access to each dungeon level. If it had been left as a maze race with improved graphics instead of trying to make it a dungeon hack and slash, they might have had something here. Instead, the whole thing gets really old, really fast. [Gr: 4, So: 5, Ga: 3, Ov: 3] ©1990 NCS. #TGX020036.
- Dragon Spirit** **NEC** **\$12/R3**
 Developed by Namco. Based on the 1987 Namco coin-op. Very faithful home translation of a popular arcade title. Great vertical fantasy shooter, where instead of getting new guns, your dragon sprouts new heads! Very enjoyable, but a bit daunting if you take a hit at the wrong time. Shooter/Vertical Scrolling. **EASTER EGGS:** a) Continues: At the title screen hold I, press II, wait for a "clink." This gives two continues. b) 100 Continues: At the title screen press D,R,SELECT,D,II,D,I,I,SELECT,U,I,II,I. Press RUN to start. If done correctly gives 100 continues. c) Arcade Screen: Hold SELECT, press RUN to reset 57 times for narrow screen gameplay.

d) Special Gels: In certain areas there is a Question Mark Gel which gives the effects of Power Wing (invincibility), Expander Spell (wide shot) and Reducer Spell (small dragon). In stage 7, after all the spiders there is a square block on the right side. Bomb the very back. In stage 8, just before the spears. When you reach this section you can take two paths. Take the left one. Bomb in the corner of the upside-down "L." ©1987, 1989 Namco Ltd. #TGX020016.

Dragon's Curse NEC \$18/R4 +
a.k.a. **Adventure Island (PC Engine)**

Developed by Hudson Soft. The TG16 port of Wonderboy III: The Dragon's Trap for the SMS system. A great Wonderboy game where you have lost your handsome good looks and have to take on the looks of various animals. Utilizes the save capabilities of the DUO, Turbo CD or Turbo Booster Plus. Role-Playing/Side View Real-Time. EASTER EGGS: Fill All Life: When using a medicine after dying, hold II to fill the life meter completely. ©1990 Hudson Soft. #TGX020039.

Drop-Off NEC \$12/R6
a.k.a. **Drop Rock Hots Hora (PC Engine)**

Developed by Data East. Action/Pong-Style. EASTER EGGS: a) Level Select: At the title screen press SELECTx16, press RUN. Use SELECT to choose level. b) Unlimited Continues: At the title screen press RUN+I at same time, then RUN+II at same time. An x will replace number of credits. ©1990 Data East. #TGX020042.

Dungeon Explorer NEC \$10/R2 +

Developed by Hudson Soft. One of the better entries for the TG16, Dungeon Explorer is kind of like a cross between Gauntlet and Zelda. You have top down dungeons and areas to explore with re-spawning enemies, as well as towns to talk to people in and buy items. There are many hidden characters in the Dungeon Explorer games. Role-Playing/Third-Person Real-Time. Multiplayer adapter compatible. EASTER EGGS: a) Hidden Characters: Play a one player game with the Bard, get over 50 HP and then go into the Hermit's House (second house to the West of Axis Castle) - you will then be transformed into the Hermit (yes, your HP will drain, don't worry, you'll get it back). [alternatively, you can enter IMGJ MDPAI to play the level 1 "Harmit"] PERIODICALS: Received Honorable Mention for "Best Adventure Game of 1989" by Video Games & Computer Entertainment Magazine. ©1989 Hudson Soft, 1989 Atlus Ltd. #TGX030006.

Dungeons & Dragons: Order of the Griffon TTI \$30/R6 +

Developed by Strategic Simulations. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Role-Playing/First-Person RPG. SANTULLI SLANT: If you got anywhere near a computer in the late 80's/early 90's, you might remember SSI's "gold box" Advanced Dungeons and Dragons series. This game plays very similar to those, which is a real feat for a game on a card! My personal favorite of the TG-16 RPG's, more "serious" than the Neotopias and deeper than Dungeon Explorer. Follows the TSR rules - watch what happens when you set off a fireball in a small room! [Gr: 6, So: 8, Ga: 9, Ov: 8] ©1992 SSI Inc, TSR Inc. #TGX0400072.

Falcon TTI \$10/R3 -
Developed by Spectrum Holobyte. An extremely poor translation of an otherwise excellent sim... leave the flight games to the PC! Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Simulation/Air Vehicle Combat. ©1992 Sphere, Inc. #TGX0400067.

Fantasy Zone NEC \$10/R2

Based on the 1985 Sega coin-op. Sega's "cute 'em up" shooter. Colorful and vibrant. Shooter/Horizontal Scrolling. EASTER EGGS: Invincibility: Pause the game, then press II, Ix2, Ux3, Dx4, Rx5,

Lx6. This must be done once for each level. ©1989 NEC Avenue, 1986 Sega. #TGX020017.

Final Lap Twin NEC \$10/R2

Developed by Namco. Based on the 1987 Namco "Final Lap" coin-op. A racing game with a plot. A built in quest mode makes this Final Lap Twin a fun RPG/racing hybrid. Racing/F1/Indy/Stock Cars. ©1987, 1989 Namco Ltd. #TGX030020.

Galaga '90 NEC \$20/R4 +
a.k.a. **Galaga '88 (PC Engine)**

Developed by Namco. Based on the 1987 Namco "Galaga '88" coin-op. Renamed, making things a bit confusing, for the US release. Shooter/Fixed-Screen. EASTER EGGS: a) Red Capsule: At the title screen start game by holding U and pressing RUN. Capsule above ship selection should be red, not blue. At the first level, shoot the last enemy, and it will release a red capsule (triple ship). b) Galactic bonus: Don't shoot or move during bonus stage. SANTULLI SLANT: It's not an 80's game but let's face it, the game was designed and released in Japan in 1988. Brilliant update to the classic Namco arcade experience, and a perfect "capper" to the 80's in general. Smooth, swirling objects, psychedelic explosions, twitch action. Mmmh. One of the best games ever, really. And I can say that even when I'm completely sober. [Gr: 8, So: 8, Ga: 9, Ov: 9] ©1981, 1989 Namco Ltd. #TGX030018.

Ghost Manor TTI \$12/R4

Developed by ICOM Simulations. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Action/Platform/Hack & Slash. ©1992 TTI, Icom. #TGX0400076.

Gunboat NEC \$10/R3

Developed by Accolade. Simulation/Sea Vehicle Combat. ©1989, 1990, 1991 Accolade, 1992 NEC. #TGX0400060.

Hit The Ice TTI \$10/R3

Developed by Taito. Based on the 1990 Williams coin-op. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Sports/Hockey. Multiplayer adapter compatible. SANTULLI SLANT: A game that will remind Atari 7800 Basketball owners of, well, Atari 7800 Basketball. Except that it's hockey. Not so much a sport as a reason to smash someone's face in with a stick, there's a few good laughs and some pretty smooth action but not much for real hockey fans. [Gr: 8, So: 8, Ga: 6, Ov: 7] ©1991, 1992 Taito. #TGX030095.

Impossimole NEC \$15/R5

Developed by Gremlin. ©1991 Gremlin Graphics, NEC Technologies. #TGX040062.

Jack Nicklaus Turbo Golf Accolade \$12/R3

a.k.a. **Jack Nicklaus Championship Golf (PC Engine)**

Developed by Accolade. Utilizes the save capabilities of the DUO or Turbo Booster Plus. Sports/Golf. ©1990 Accolade, Inc. #ATGX02JTTC.

Jackie Chan's Action Kung Fu TTI \$25/R6

Developed by Hudson Soft. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Action/Platform/Hack & Slash. EASTER EGGS: Stage Select: At the title screen, press Up, Down, Left, Right, and II. You should hear a chirping sound if you've done it correctly. After you hear the sound, hold down the SELECT button while you press and hold RUN. You'll see a wild-looking stage-select screen. Press Up or Down to pick a stage, and press RUN to warp directly to it. ©1992 Hudson Soft. #TGX0400079.

- JJ & Jeff** **NEC** **\$8/R2**
a.k.a. Kato & Ken Chan (PC Engine)
 Developed by Hudson Soft. Action/Platform/Scrolling Screen.
 EASTER EGGS: a) Continue: When "Game Over" is on the screen press and hold I+II, then press RUN. b) Secret Warps: Level 1-4B find brick bridge, kick right corner of bridge & fall in. On level 3-3B go about 1/2 way through until 2 rats follow you. Jump on top of them onto 2 bricks. From there jump up, automatically warps you to level 6-4. c) Extra Men: If you're at least 5 block lengths away from a lamp post, jump while kicking and hit the post perfectly. Don't worry if it doesn't work the first time, takes practice. ©1990 Hudson Soft. #TGX020014.
- Keith Courage in Alpha Zones NEC** **\$5/R1**
a.k.a. Majin Eiyu Wataru (PC Engine)
 A decent platform action game. Nothing special in terms of the TG16's performance. This game was packaged with the TurboGrafx-16 console, so you're more likely to find this game than any other in its library. It's also the only US release to not have a cardboard outer box... oh, the humanity. Action/Platform/Shooter. ©1989 Hudson Soft. #TGX020001.
- King of Casino** **NEC** **\$15/R3**
 Developed by Victor Interactive. Traditional/Casino Game. EASTER EGGS: Continue: When Game Over is on the screen, press and hold I + II then press Run ©1990 Victor Musical Industries, Algorithm Institute. #TGX020033.
- Klax** **Tengen** **\$20/R6**
 Based on the 1989 Atari coin-op. Puzzle/Action. EASTER EGGS: a) Extra Credits: When continue screen appears, hold SELECT and press UP for extra credit. b) More Credits (requires TurboTap): On Controller 5, press Select for up to 9 continues. PERIODICALS: Named "Best TurboGrafx-16 Puzzle Game" in 1990 by Game Player's Magazine. Named "Best Action/Strategy Game of 1990" by Video Games & Computer Entertainment Magazine. Received Honorable Mention for "Best Coin-op to Video Game Translation of 1990" by Video Games & Computer Entertainment Magazine. Listed as one of the "99 Favorite Classics" by Digital Press in 1997. ©1990 Tengen, Inc. #TTGX20001.
- Legend of Hero Tonma** **TTI** **\$20/R4**
 Developed by Irem. Based on the 1989 Irem coin-op. A fun fantasy platformer. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Action/Platform/Hack & Slash. ©1993 Irem Corp. #TGX040083.
- Legendary Axe II, The** **NEC** **\$15/R4 +**
a.k.a. Makyo Densetsu II (PC Engine)
 Developed by Victor Interactive. Obvious sequel to Legendary Axe with more or less the same recipe for action. Action/Platform/Hack & Slash. EASTER EGGS: 99 Continues: When last man dies, hold II+RUN, press I repeatedly to gain extra men. Stop at 99. ©1990 Victor Musical Industries, Red/Atlas. #TGX020048.
- Legendary Axe, The** **NEC** **\$10/R2 +**
a.k.a. Makyo Densetsu (PC Engine)
 Developed by Victor Interactive. Ah, hacking at enemies while wearing a loincloth. What could top that? Action/Platform/Hack & Slash. EASTER EGGS: Extra Continues: When the screen reads "Game Over" hold I+SELECT and press L as many times as possible. PERIODICALS: Named "Video Game of the Year" for 1989 by Video Games & Computer Entertainment Magazine. Received Honorable Mention for "Best Action Game of 1989" by Video Games & Computer Entertainment Magazine. Received Honorable Mention for "Best Sound and Graphics of 1989" by Video Games & Computer Entertainment Magazine. Received "Best TurboGrafx Game of 1989" by Electronic Gaming Monthly. ©1989 Victor Musical Industries, Inc. #TGX020003.
- Magical Chase** **TTI** **\$200/R9 +**
 Developed by Quest. An amazing "cute em' up" shooter featuring a witch. Very colorful, fast paced, and fun. It's THE hardest to find of the domestic TurboGrafx releases. Also quite possibly one of the most fun shooters available for the platform (very similar to Cotton). Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Shooter/Horizontal Scrolling. EASTER EGGS: Maximum Gold: To start out with the maximum amount of gold, at the difficulty select screen press L, D, R, U, Select X 3, L, R, I. A chime will confirm the code. ©1993 Quest. #TGX040086.
- Military Madness** **NEC** **\$25/R5 +**
a.k.a. Nectaris (PC Engine)
 Developed by Hudson Soft. One of the best designed hex based strategy games ever made. A futuristic war game where you can fight against either the computer or another player (taking alternating turns). Simulation/Turn-based War/RPG Game. EASTER EGGS: a) Switch Colors: Turn on system and reset, but do not release SELECT. Choose one player continue, and enter a map name. Start and the computer is blue. b) Computer Auto-Play: Choose 2-player continue. Then hold SELECT, press I button. Now enter password for map you want. c) Switching Sides: Before choosing "1P CONTINUE", hold SELECT AND push RUN until the password screen appears. d) Computer vs. Computer: Do same as above "Switching sides" but on the "2P CONTINUE" screen. PERIODICALS: Named "Best Military Strategy Game of 1990" by Video Games & Computer Entertainment Magazine. Named "Best TurboGrafx-16 War Game of 1990" by Game Player's Magazine. For great info about this title and others in the Nectaris (Japanese Name) series, check out the Nectaris Union at <http://www.geocities.com/almostang/Nectaris/nectaris.html>. ©1989 Hudson Soft. #TGX030015.
- Moto Rader** **NEC** **\$15/R3**
a.k.a. Moto-Roader 1 (PC Engine)
 Developed by NCS. A solid top-down racing game. Racing/Combat/Demolition. Multiplayer adapter compatible. EASTER EGGS: a) Change the Music: Pause during the game. Hold SELECT. Tap I or II button to change music. b) Show Time: At course selection hold SELECT, press R. At end, the winner's time will be shown. c) Cars Slip: At course selection hold SELECT, press L. d) \$50K at Start: At course selection hold SELECT, press II. SANTULLI SLANT: This is one of those games that legendary parties can be made from. Allowing five players their own customizable car, it isn't just racing - watch the fists fly as you fire grenades at the leader and edge him out to the finish line! Except for the bloodshed that will undoubtedly ensue, great family fun. [Gr: 5, So: 6, Ga: 8, Ov: 8] ©1989 NCS. #TGX020013.
- Neutopia** **NEC** **\$15/R3 +**
 Developed by Hudson Soft. A well-done adventure game. Wander through dungeons and puzzles galore with 4 directional controls to save Princess Zelda... oops, we mean "Aurora"... from the evil Boss Dirth. Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. Role-Playing/Third-Person Real-Time. EASTER EGGS: Quick Fill-up: When you die, at room leave and reenter it immediately. When old lady asks if you want password, respond "yes", and answer "yes" when she asks if you want to continue. Then reset game, select continue. Password you just received will be displayed. Cursor over to End & you'll start at same point with all your life cells filled! SANTULLI SLANT: Nintendo-philies will scoff at this effort by Hudson to imitate the popular "Zelda" series (the first one, really), but it definitely worked. In fact, this game looks and plays so much like Zelda that you can almost live without the Nintendo game. Almost. More unusual is that no lawsuits were filed by court-crazy Nintendo. Check this one out. [Gr: 8, So: 8, Ga: 9, Ov: 8] ©1990 Hudson Soft. #TGX030029.

■ Neutopia 2 TTI \$25/R6 +

Developed by Hudson Soft. A direct sequel to Neutopia, you are the son of the original hero looking for your father who has vanished. 8 directional control was added, making it a bit more playable. Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Role-Playing/Third-Person Real-Time. ©1992 Hudson Soft. #TGX006078.

■ New Adventure Island TTI \$20/R3

Developed by Hudson Soft. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Action/Platform/Scrolling Screen. EASTER EGGS: a) Stage Select: Press Left, Left, I, Right, Right, II, Up, Down, Up, Down. The music will change and a number will appear in the lower left corner of the screen. Press Up or Down to change the number, and hit RUN to start at that level. b) Stage Clear: Use a NEC Avenue 6 pad in 6 button mode and the stage will automatically be cleared for you. ©1992 Hudson Soft. #TGX040080.

■ Night Creatures NEC \$18/R6

Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. Action/Platform/Hack & Slash. ©1991 Namco & Associates, NEC. #TGX040069.

■ Ninja Spirit NEC \$12/R2 + a.k.a. Ninja Spirits (PC Engine)

Developed by Irem. Based on the 1988 Irem coin-op. The Duo's version of Shinobi and/or Ninja Gaiden, this platformer has great controls and graphics. Well worth picking up! Action/Platform/Hack & Slash. EASTER EGGS: a) Stage Select: At the title screen press II, I, II, I, II. Hold SELECT, press RUN. Move pointer to stage select (hold Select for stages 4-6). b) Messages: At the title screen press II, I, I, II, Select. Press RUN for one message, press I, II, I, II, Select. Run for another. PERIODICALS: Named "Best Turbograft-16 Game of 1990" by Electronic Gaming Monthly Magazine. Given "Turbografx-16 Excellence Award" in 1990 by Game Player's Magazine. ©1990 Irem. #TGX040050.

■ Ordyné NEC \$12/R2

Developed by Namco. Based on the 1988 Namco coin-op. A decent horizontal shooter, but rather cute and Japanese. Not for everyone, but not bad at all. Shooter/Horizontal Scrolling. EASTER EGGS: a) Princess Mode: At the title screen hold down I for 10 seconds. Message appears on Ordyné sign. b) Continue: To continue from the same spot you died, press and hold I, then press RUN while you are falling. ©1988, 1989 Namco. #TGX040022.

■ Pac-Land NEC \$15/R3

Developed by Namco. Based on the 1984 Bally Midway coin-op. The next best thing to watching the Saturday morning cartoon. Action/Platform/Scrolling Screen. EASTER EGGS: a) Level Select, Sound Test & Extra Lives: At the title screen hold I+II, press RUNx2 to get options. Release. Press RUN to get to sound test. Press RUN to get to title screen. Press RUN to get "SKIP 1". Use I and II to choose level. Press RUN to start game. b) Pro Select: During stage select (SKIP, above), press Ux10. Equivalent to finishing level 32 and starting harder set. c) No Hit Mode: During stage select (SKIP, above) press Dx100. Gives invulnerability. d) Bald Pac-Man: When you reach the end of any round where the "Break Time" sign stands, reset the game as soon as Pac-Man's hat flies into the air. Start new game, Pac-Man's hat will hover in the air. e) Stage Select: To get to any level after you are in the mode select, turn "skip" on. When you start game, can select where to go. ©1984, 1989 Namco. #TGX020021.

■ Parasol Stars Working Designs \$25/R4 +

Developed by Taito. Based on the 1990 Taito coin-op. One of the

few third party releases for the TG16, Parasol Stars is a great platform puzzler. Don't forget your bumbershoot! The third game in the Bubble Bobble series, after the original and Rainbow Islands, both of which were released for the NES. Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. Action/Platform/Fixed Screen. EASTER EGGS: 99 Continues: You must get the rainbow necklace that appears early in game, which will open a door during the boss level. Inside door, coin will award 99 continues. PERIODICALS: Received Honorable Mention for "Best Action-Strategy Game of 1991" by Video Games & Computer Entertainment Magazine. ©1991 Taito Corp. #TWG030701.

■ Power Golf NEC \$6/R2

Developed by Hudson Soft. Sports/Golf. EASTER EGGS: Left-handed golfer: Hold D while pressing I to select a player. PERIODICALS: Received Honorable Mention for "Best Sports-Simulation Game of 1989" by Video Games & Computer Entertainment Magazine. ©1989 Hudson Soft. #TGX030009.

■ Psychosis NEC \$20/R4

a.k.a. Paranoia (PC Engine)
Developed by Naxat Soft. A strange horizontal shooter, reminiscent of the art style of Shadow of the Beast and a bit slow-paced overall. Shooter/Horizontal Scrolling. EASTER EGGS: a) Hard Level: At the title screen hold U+SELECT+II. Press RUN. b) Friends: Butterflies can appear at the first boss if at the beginning of the stage you save the worm by shooting the two enemies which attack it. Do not shoot the worm. If you can make it to stage 4 without dying, a big turtle will appear and protect you. c) Level Select: At the title screen press RUN to start, then quickly hold II. Press RUNx5 for Cause 2, RUNx45 = Cause 3, RUNx25 = Cause 4, RUNx100 = Cause 5. PERIODICALS: Won honorable mention as "Best Sci-Fi Game of 1990" by Video Games & Computer Entertainment Magazine. ©1990 Naxat Soft. #TGX020040.

■ Raiden NEC \$15/R4

Developed by Hudson Soft. Based on the 1990 Seibu Kaihatsu coin-op. The classic vertical shooter for TG16, this port of Raiden is quite good for it's time. Shooter/Vertical Scrolling. EASTER EGGS: Power Continue: On the Continue screen, press I + II, then as the counter gets to zero, press Run, you will continue with 3 weapon power ups and a bomb power up floating around you (for the US version you need only press Run at zero for the bonus). ©1990 Seibu Kaihatsu, Hudson Soft. #TGX060075.

■ R-Type NEC \$15/R2

a.k.a. R-Type I/II (PC Engine)
Developed by Irem. Based on the 1987 Nintendo coin-op. One of the few games that's better in the US than in Japan, as the US got both R-Type I and R-Type II on one HuCard, and the Japanese had to buy them separately. It's two...two...two games for the price of one! Shooter/Horizontal Scrolling. EASTER EGGS: Extra Credits: Put turbo switch on I to maximum. At the title screen hold SELECT+I. Press RUN to start game before demo starts. ©1989 Irem Corp. #TGX040011.

■ Samurai Ghost TTI \$23/R6

a.k.a. Genpei Toramaden Volume 2 (PC Engine)
Developed by Namco. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Action/Platform/Hack & Slash. EASTER EGGS: Stage Select: To access a complete configuration menu with stage-select, life count, and sound test options, press Up, Left, Down, Right, II and I at the Samurai-Ghost title screen. ©1986, 1992 Namco Ltd. #TGX040085.

■ Shockman TTI \$20/R4 -

a.k.a. Kaizou Ningen Shubibinman 2 (PC Engine)
Developed by NCS. Decent side scrolling platformer. However, the

final game (PC Engine Super CD only) is by far the best. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert.

Action/Platform/Shooter. EASTER EGGS: Unlimited Life: To refill your life meter at any time during a game of Shockman, simply pause the game and jab the Left, SELECT and II buttons simultaneously. This is made easier using auto fire if you have it.

SANTULLI SLANT: This crappy little game appears to be NCS' answer to the popular Mega Man (known as Rockman outside of the US) series, even going so far as to name its character in the same tradition (actually, I think there may have even been a Shockman in one of the Mega Man games!). Sluggish controls, slow gameplay, and 8-bit graphics, this is one of the few "stay aways" on this system. [Gr: 3, So: 3, Ga: 1, Ov: 2] ©1992 NCS. #TGX040087.

Side Arms - Hyper Dyne Radiance \$12/R2

Based on the 1986 Capcom coin-op. Robotic horizontal shooter, simple but challenging. Shooter/Horizontal Scrolling. EASTER EGGS: a) Black and White Mode: At the title screen press U+I+II+RUN. b) Slow Motion: At the title screen press D+I+II+RUN. ©1989 Capcom Co., Ltd. #RTGX10001.

Silent Debuggers NEC \$15/R4

Developed by Data East. An early foray into first person shooters. Silent Debuggers suffers from a poorly designed interface and a low frame rate which negate the fear the game is supposed to generate. Shooter/First-Person Shooter. ©1991 Data East. #TGX040063.

Sinistron NEC \$20/R3

a.k.a. Violent Soldier (PC Engine)

Developed by IGS. Shooter/Horizontal Scrolling. ©1990 IGS Corp. #ITGX10007.

Soldier Blade TTI \$50/R6

Developed by Hudson Soft. An amazing vertical shooter and the final entry into the Soldier series (Super Star Soldier, Final Soldier). Soldier Blade has a dizzying array of enemies, spot on controls, and excellent power-ups. The graphics are none too shabby either! Seen in the Club Turbo 1992 (Vol 1) catalog, this game was originally to be titled "Super Star Soldier II". Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Shooter/Vertical Scrolling. ©1992 Hudson Soft. #TGX040082.

Somer Assault TTI \$15/R4

Developed by Atlus. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Shooter/360 Degrees. EASTER EGGS: a) Warp to Final Boss: At the "Input your birthday" screen, hold Down and I and press RUN to warp to the final battle. b) Sound Test and Hidden Games: At the "Input your birthday" screen, hold Up and I and tap the run button. You'll enter a sound test menu with multicolored Japanese text; this allows you to sample the music and sound effects from the game. At the "sound test" menu, press SELECT, Up, Up, Down, Down, Left, Right, Left, Right, II, I. You'll enter a bizarre screen that flashes the color red, and you can alter the brightness and flashing rate by pressing the SELECT button to switch between the two. At the flashing red screen, press II, Up, Up, Down, Down, Left, Right, Left, Right, II, I. This puts you into a shoot'em-up game. Move with your control pad, and button II-shoots, and button I-releases a smart bomb. c) Black & White Mode: Start the first stage in Somer Assault and press SELECT 15 times while the game is in progress. Next, press RUN to pause, then hold I and press Up to change to "black & white" mode. Repeat the procedure to change back to color mode. d) Infinite 1-Ups: At any point during the action, pause and unpause 100 times. Once you've done that, you'll find that every enemy you shoot for the rest of the game will

turn into a 1-Up icon. SANTULLI SLANT: It's slinky, it's slinky, the wonderful wonderful... uh... waitaminit... this slinky KICKS ASS! Yes friends, someone actually developed a "shooter" where you control the classic stair-descending toy. Actually it all works pretty well, although of course you'll have to master the tricky movement first. It's fun for girls and for boys. It's fun for girls and for boys. [Gr: 7, So: 5, Ga: 6, Ov: 6] ©1992 Atlus. #TGX040089.

Sonic Spike Volleyball NEC \$10/R3

a.k.a. World Beach Volley (PC Engine)

Developed by IGS. Sports/Volleyball. ©1990 IGS, Inc.

Space Harrier NEC \$10/R3

Developed by Sega. Based on the 1985 Sega coin-op. Part of the classic Sega title. Not much different from the other ports.

Shooter/Third-Person Shooter. EASTER EGGS: a) Continues: You must reach a level and be able to enter your name on the high score screen. Input CNT as your initials, which will allow you to continue from level 7 if you died at levels 7-12. If you reach level 13, you'll continue from there. b) Mode select: Input (space) MD on high score screen to allow you to change the game setup on title screen. ©1986 Sega, 1989 NEC Avenue. #TGX040025.

Splatterhouse NEC \$20/R4

Developed by Namco. Based on the 1988 Namco coin-op. Namco's classic gore-fest for the TG16, and one of the games the system is most famous for. Possessed by a demonic mask, Rick must battle his way through hordes of demons, crushing them to ooze as he goes to save his girlfriend Jennifer. The US version of this game is edited to remove the religious icons and other symbols that were considered inappropriate for the US market. That's not a hockey mask on Rick's face, it's an Aztec sacrificial mask. Everyone knows that. Action/Platform/Hack & Slash. LANDMARK: This was the first game ever to get a "parental advisory" disclaimer, years before Mortal Kombat. EASTER EGGS: a) Level Select: When house and lightning are on the screen press SELECTx3, then press and hold LEFT and press RUN. b) Hard Mode: At the title screen, hold the Select button until "HARD" appears on the screen. PERIODICALS: Named "Best Coin-op Game of 1990" by Video Games & Computer Entertainment Magazine. ©1989, 1990 Namco. #TGX040041.

Super Star Soldier NEC \$20/R4

Developed by Hudson Soft. The first in the Soldier series, Super Star Soldier is an above average vertical shooter, well-designed and fun to play. Only two of the three Soldier games were released domestically. Shooter/Vertical Scrolling. EASTER EGGS: Difficulty Select, Etc: At the title screen press L, II, U, II, R, II, D, II, L, I, U, I, R, I, D, I, (I+II)x8, (I+SELECT)x8. ©1990 Hudson Soft, Interstate Kaneko. #TGX040052.

Super Volleyball NEC \$8/R2

Developed by Video System. Based on the 1990 Video System coin-op. A below average attempt at a volleyball game for the TG16. It's hard to play volleyball from a side-view when you can't see your whole court. Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. Sports/Volleyball. EASTER EGGS: a) Lightning Serve: Hold U+II, then I to toss ball in air. Now hold D+II, the I to hit ball when it turns red. b) Serve ball to baseline: Hold L+II, then I to toss ball in air. Now hold R+II, then I when ball is red. c) Serve ball just off 10ft line: Hold L+II, then I. Continue to hold buttons down, and I again when ball is red. d) Perform same as jump serve (except lightning serve): Hold R+II instead of holding L+II (above?). e) Super Spike: Hold U+I+II as player is about to receive ball. Then hold D+I+II as your setter is about to touch the ball. If correctly done, spiker will be glowing when he spikes; opposing player that's hit will be rendered helpless for few seconds! ©1990 Video System. #TGX020043.

Takin' It to the Hoop NEC \$6/R2

a.k.a. USA Pro Basketball (PC Engine)

Developed by Alcom. Sports/Basketball. **EASTER EGGS:** a) Beat computer 99-0. Make computer foul out all of his men except for 4 of them. Easiest & quickest way is to get ball in the bottom left-hand corner and push Run button right before he touches you. This results in foul (timing must be perfect to do this). When you're on the foul line make the first shot and miss the 2nd shot on purpose, then grab the rebound to repeat the process until you have 8 men fouled out. b) Secret Options Screen: Choose mode select, then choose game select, then press I+II+RUN simultaneously. When options screen appears change the options using Select & I. c) Secret Mode: At the title screen press and hold I+II, press RUN once to select players and once more to select type of game. Turning on certain numbers will do different things. In the select mode this is what the numbers do: 1. Flag over player 1 (American Flag); 2. Light bulb over player 2 or computer; 3. ?; 4. Ending of tournament mode; 5. No music during play; 6. No crowd noise; 7. Keeps the scoreboard on screen during play; 8. ? **PERIODICALS:** Named "Best Turbograft-16 Sports Game of 1990" by Game Player's Magazine. ©1989 Alcom. #TGX020026.

- Q TaleSpin** **NEC** **\$20/R4**
Developed by Disney. One of the weaker Disney platformers. Don't expect a lot of magic in this below-average effort.
Action/Platform/Scrolling Screen. ©1991 NEC. 1990 Wonderland Music Co. Inc. #TGX040056.

- Q Tiger Road** **NEC** **\$15/R4**
a.k.a. Tora E no Michi (PC Engine)
Based on the 1987 Capcom coin-op. Who needs hair anyway? You're one bald hero in this excellent platformer. Hard as nails, but quite fun! Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. **Action/Platform/Hack & Slash.** **EASTER EGGS:** Options Menu: Plug in TurboTap. At the title screen hold I+U on controller 2. May take several tries. ©1990 Victor Musical Industries, 1987 Capcom. #TGX030044.

- Q Time Cruise** **TTI** **\$10/R3 +**
a.k.a. Time Cruise 2 (PC Engine)
Developed by Face. Traditional/Video Pinball. **EASTER EGGS:** a) Miscellaneous: At the "Option Mode" menu screen: Press Up, Right, Down, Left, Up, Right, Down, Left, II, II, II, II, SELECT, SELECT. A new menu selections, titled "90,000,000 Start" will appear. b) Hidden Practice Stages: The "Practice" option in Time Cruise usually allows you to play only two of the "Bonus Chance Stages." But if you press Up, Down, Down, II, II, Right, and SELECT while the "Practice Mode" menu is on the screen, you can check out all of the game's hidden bonus stages. **SANTULLI SLANT:** There are three pinball games for the TG-16, each better than the one that preceded it: first there was the rather terrible Alien Crush, then the excellent Devil's Crush, and finally the superb Time Cruise. The idea is that you're traveling to different times and there are some nifty little side games to add variety, but it's the pinball that works the best. Dead-on ball physics and speed. Maybe just a bit too easy, though - you'll have to be awakened by the player who just finished his/her turn. [Gr: B, So: 8, Ga: 9, Ov: 8] ©1992 Face. #TGX040090.

- Q Timeball** **NEC** **\$20/R5 -**
a.k.a. Blodia (PC Engine)
Developed by Hudson Soft. Puzzle/Action. **PERIODICALS:** Named "Best Strategy Game of 1990" by Video Games & Computer Entertainment Magazine. ©1990 Hudson Soft, 1983 Manuel Contantindis. #TGX020034.

- Q Tricky Kick** **NEC** **\$6/R2**
a.k.a. Tricky (PC Engine)
Developed by IGS. Puzzle/Action. ©1990 IGS Corp. #ITGX10004.

- Q Turrican** **Accolade** **\$15/R4**

Developed by Accolade. One of the few TurboGrafx titles published by a third party. **Action/Platform/Shooter.** **EASTER EGGS:** Invincibility: In the options screen move the arrow to the exit. Press (I, II) x 5. Run. You will get a screen that gives you the option to cheat. Released 1991. ©1991 Accolade, Inc. #ATGX04TUTG.

- Q TV Sports Basketball** **NEC** **\$7/R3**
Developed by Cinemaware. Sports/Basketball. Multiplayer adapter compatible. ©1989 Cinemaware. #TGX040055.

- Q TV Sports Football** **NEC** **\$6/R2**
Developed by Cinemaware. Sports/Football. **EASTER EGGS:** Super Team: Select "Clipboard" and then examine teams. On team-select stage, press II, D, U, D, U, D, U, U, II and then select team. **PERIODICALS:** Given the "Parents' Choice Seal of Approval" in 1990 by the Parents' Choice Council. Named "Best Sports Game of 1990" by Video Games & Computer Entertainment Magazine. Given "Turbografx-16 Excellence Award" in 1990 by Game Player's Magazine. ©1990 Cinemaware Corp. #TGX030046.

- Q TV Sports Hockey** **NEC** **\$7/R2**
Developed by Cinemaware. Sports/Hockey. Multiplayer adapter compatible. ©1991 Cinemaware Corp. #TGX030064.

- Q Veigues Tactical Gladiator** **NEC** **\$10/R2**
Developed by Game Arts. A fun robotic beat em up, Veigues Tactical Gladiator has nice large colorful sprites. Made by Game Arts so you know it's good! Shooter/Horizontal Scrolling. **EASTER EGGS:** a) Continue: At the title screen hold I+II, then reset game. Repeatedly press LEFT-DOWN & SELECT (or hold them?) until "Continue Mode" appears on screen. Number of continues = Score (at time when 1st killed) divided by 1,000,000 points plus 3. b) Easy Mode: At the title screen RESET while holding I+II buttons simultaneously. Then repeatedly press RIGHT-UP & SELECT buttons (or hold them?) until title screen appears. If title screen says "Easy Mode", then your power is doubled, amount of units you get at end of stage is doubled. **PERIODICALS:** Given Honorable Mention for "Best Science Fiction Game of 1991" by Video Games & Computer Entertainment Magazine. ©1990 Victor Music Industries, Inc. 1988 Game Arts. #TGX030045.

- Q Victory Run** **NEC** **\$6/R2 -**
Developed by Hudson Soft. Racing/Street Racing. **PERIODICALS:** Named "Longest Ending in a Video Game, 1989" by Electronic Gaming Monthly. ©1989 Hudson Soft. #TGX020002.

- Q Vigilante** **NEC** **\$8/R2**
Developed by Irem. Based on the 1988 Irem coin-op. A classic side scrolling beat em' up. Fun for a while, and similar to Double Dragon in it's feel. Fighting/Side-Scrolling. **EASTER EGGS:** Max Score: When you find a set of nunchaku, pick them up. Select a spot where enemies come continuously from one direction. Crouch and set auto fire to chop away. Ignore the timer, it will only kill you when you stand. ©1989 Irem. #TGX030004.

- Q World Class Baseball** **NEC** **\$10/R2**
a.k.a. Power League 3 (PC Engine)
Developed by Hudson Soft. Sports/Baseball. **PERIODICALS:** Received "Best TurboGrafx Sports-themed Game of 1989" by Electronic Gaming Monthly. Released 1989. ©1989 Hudson Soft. #TGX020007.

- Q World Court Tennis** **NEC** **\$6/R2 +**
a.k.a. Pro Tennis World Court (PC Engine)
Developed by Namco. Based on the 1988 Namco coin-op. Multiplayer adapter compatible. **SANTULLI SLANT:** This often overlooked title is one of the best tennis games ever created! Not only are the controls precise, but the game allows for four players, and - get this - even has a role-playing game mode! Yeah, imagine

the thrills of playing the "king of tennis island", who happens to have green skin, just to win a pair of speed sneakers! Really unique, worth it just for the RPG mode alone! [Gr: 7, So: 7, Ga: 8, Ov: 8] ©1987, 1989 Namco. #TGX020019.

- World Sports Competition** TTI \$40/R4
a.k.a. **Power Sports (PC Engine)**
Developed by Hudson Soft. One of the final US HuCard releases for the system. Note to completists: this game does not have a jewel case, it's packaged inside the cardboard box with a plastic insert. Sports/Multi-Sports. Multiplayer adapter compatible. ©1993 Hudson Soft. #TGX040092.
- Yo Bro** NEC \$15/R4
Developed by Camp California. Utilizes the save capabilities of the DUO, Turbo CD and Turbo Booster Plus. Shooter/360 Degrees. ©1991 Camp California Inc. #TGX040054.
- Total # of items for this section: 94

NON U.S. GAME RELEASES

Japan

- 1552 Tenka Dairan** ASK Kodansha \$15/R4
PC Engine mouse compatible. A "Super CD-ROM" game. Released 07/93. #AKCD3001.
- 1943 Kai** Naxat \$20/R4
Sequel to Capcom's 1943. Shooter/Vertical Scrolling. HuCard. #NX91002.
- 21 Emon** NEC \$14/R4
HuCard. #HE93003.
- 3 x 3 Eyes Sanjiyan Hensei** NEC \$20/R4
Based on the anime of the same title. A "Super CD-ROM"/Arcade Card hybrid. Packaged with a VHS tape & outer box. Miscellaneous/Digital Comic. A "Super CD-ROM" game. #HECD4010.
- A III** Artdink \$5/R3
a.k.a. **A-Train III**
A "Super CD-ROM" game. #ADCD3001.
- Advanced VG** TGL \$15/R4
Great fighting game, very easy to play, and all girls. English-friendly. Fighting/Tournament Style. A "Super CD-ROM" game. #GLCD4001.
- Adventure Island** Hudson \$15/R4 +
a.k.a. **Dragon's Curse (US)**
Action/Platform/Hack & Slash. HuCard. #HC91035.
- Adventure Quiz Capcom World** Hudson \$8/R3
Based on the 1989 Capcom coin-op. Puzzle/Trivia/Quiz. A "Super CD-ROM" game. Released 06/92. #HCD2028.
- Aero Blasters+A68** Hudson \$20/R3 +
a.k.a. **Aero Blasters (US)**
Excellent horizontal shooter, also ported to the Sega Genesis as "Air Buster". English-friendly. Shooter/Horizontal Scrolling. HuCard. #HC90038.
- After Burner II** NEC \$10/R3
Based on the 1987 Sega coin-op. Based on the 1987 Sega coin-op. Shooter/Third-Person Shooter. HuCard. #NAPH1011.
- Ai Cho Aniki** NCS \$25/R5
a.k.a. **Super Big Brother 2**
Homo-erotic imagery abounds in this horizontal shooter which features heavily muscled men in thongs shooting white fluid from their armpits, pirouetting around the screen and attacking butts with legs. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #NSCD5018.
- Alice In Wonderland** Face \$15/R4
English-friendly. Action/Platform/Scrolling Screen. HuCard. #FA02007.
- Alien Crush** Naxat \$10/R3 -
Traditional/Video Pinball. HuCard. #NX63001.
- Alshark** Victor \$20/R5
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. Released 08/94. #JCCD4014.
- Altered Beast** NEC \$20/R4
Based on the 1988 Sega coin-op. Based on the 1988 Sega coin-op. English-friendly. Action/Platform/Hack & Slash. HuCard. Released 09/89. #H68G1006.
- Altered Beast (Jyuhouki)** NEC \$25/R4
Based on the 1988 Sega coin-op. Based on the 1988 Sega coin-op. The PC Engine System Card 1.0 is REQUIRED to play the Altered Beast PC Engine Duo game. Action/Platform/Hack & Slash. A "CD-ROM" game. #HACD9001.
- Alzadick: Summer Carnival** Naxat \$45/R6 '92
Vertical shooter released for a summer gaming festival in Japan, limited distribution. English-friendly. Shooter/Vertical Scrolling. A "Super CD-ROM" game. #NXCD2012.
- Anearth Fantasy Stories** Hudson \$35/R6
a.k.a. **Seiya Monogatari**
A "Super CD-ROM" game. #HCD5071.
- Ane-San** NEC \$40/R6 +
Great beat-em up, similar to Double Dragon but better and all-girl. Row! English-friendly. Fighting/Side-Scrolling. A "Super CD-ROM" game. #NAPR1045.
- Aoi Blink** Hudson \$10/R4
a.k.a. **Blue Blink**
English-friendly. HuCard. #HC90030.
- Aoki Ookami To Shiroki Meshika** Koei \$15/R5
Simulation/Resource Management. A "Super CD-ROM" game. Released 09/93. #KOCD3004.
- Appare! Gateball** Hudson \$8/R3
Sports/Other Sports. HuCard. #HC63013.
- Armed F** Pack-In Video \$12/R3
Average futuristic vertical shooter. English-friendly. Shooter/Vertical Scrolling. HuCard. #PV2004.
- Art of Fighting** Hudson \$15/R3
a.k.a. **Garou Densetsu**
Based on the 1992 SNK coin-op. Based on the 1992 SNK coin-op. English-friendly. Fighting/Tournament Style. An "Arcade Card" game. #HCD4061.
- Artist Tool** NEC \$20/R6
Educational/Art. HuCard. #PIAS1.
- Arunama no Kiba** Right Stuff \$15/R3
a.k.a. **Fang of Alnam, The**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #RSCD4006.
- Asuka 120% Maxima** NEC \$25/R5

Burning Fest			
Excellent fighting game. English-friendly. Fighting/Tournament Style. A "Super CD-ROM" game. #NAPR1049.			
☐ Atlas, The: Renaissance Voyager	Artdink	\$12/R5	
A "Super CD-ROM"/Arcade Card hybrid. PC Engine mouse compatible. A "Super CD-ROM" game. #ADCD4002.			
☐ Atomic Robo-Kid Special	UPL	\$12/R3	
Based on the 1989 UPL coin-op. English-friendly. Action/Platform/Shooter. HuCard. #UP01001.			
☐ Aurora Quest Otaku no Seiza	Pack-In Video	\$20/R5	
A "Super CD-ROM" game. #PVCD3010.			
☐ Auto Crusher Palladium	Pack-In Video	\$18/R4	
A "Super CD-ROM" game. Released 02/94. #PVCD3009.			
☐ AV Poker World Gambler	Hacker Int	\$20/R6	
Traditional/Casino Game. HuCard. #T495574200946.			
☐ AV Tanjo	Games Express	\$20/R6	
Packaged with Games Express boot HuCard (required for play). A "Super CD-ROM" game. Released 1995. #GED1015.			
☐ Avenger	Telenet	\$20/R3	
Vertical shooter with a helicopter. English-friendly. Shooter/Vertical Scrolling. A "CD-ROM" game. #TJCD0011.			
☐ Babel	Telenet	\$12/R3	
A "Super CD-ROM" game. Released 03/92. #TJCD2024.			
☐ Baby Jo The Superhero	Micro World	\$10/R3	
Strange platformer, very colorful, but not very exciting. English-friendly. Action/Platform/Scrolling Screen. A "Super CD-ROM" game. Released 08/92. #MWCD2004.			
☐ Bakuiden Unbalanced Zone	Sony	\$10/R3	
A "Super CD-ROM" game. #SRCD4001.			
☐ Bakuretsu Hunter Duo Comic	Media Works	\$18/R4	
Packaged with a manga book. Miscellaneous/Digital Comic. A "Super CD-ROM" game. #HMD0002.			
☐ Bakushou Yoshimoto no Shinkigeki	Hudson	\$8/R3	
A "Super CD-ROM" game. #HCD4045.			
☐ Ballistix	Coconuts	\$6/R3	
Developed by Psygnosis. Action/Pong-Style. HuCard. #CJ0001.			
☐ Barunba	Namco	\$10/R3	
English-friendly. Shooter/Horizontal Scrolling. HuCard. #NC90003.			
☐ Basted	NEC	\$15/R5	
A "Super CD-ROM" game. Released 10/94. #NAPR1042.			
☐ Batman	SunSoft	\$20/R4	
Action/Platform/Shooter. HuCard. #SS90003.			
☐ Battle Lode Runner	Hudson	\$25/R5	
English-friendly. Action/Head-to-Head Combat. HuCard. #HS93054.			
☐ Battlefield '94 In Super Battle Dream	Fujicom	\$25/R5	
Fighting/Wrestling. An "Arcade Card" game. #FCCD4001.			
☐ Bazaru Debizaru no Gumu Debizaru	NEC	\$100/R8	
A "Super CD-ROM" game. #HECD5025.			
☐ Be Ball	Hudson	\$10/R3	
a.k.a. Chew Man-Fu (US)			
English-friendly. Puzzle/Action. HuCard. #HC90028.			
☐ Benkei Gaiden	SunSoft	\$5/R3	
HuCard. #SS89002.			
☐ Beri Beri Densetsu	Taito	\$5/R3	
Racing/Motocross/Cycle. HuCard. #TP01003.			
☐ Bikkuriman Daijikai	Hudson	\$10/R3	
A "CD-ROM" game. #HCD8003.			
☐ Bikkuriman World	Hudson	\$10/R3	
Role-Playing/Side View Real-Time. HuCard. #HC62002.			
☐ Bishoujo Senshi Sailor Moon Banpresto	Banpresto	\$12/R3	
Based on the 1995 Banpresto coin-op. Miscellaneous/Digital Comic. A "Super CD-ROM" game. #BACD4002.			
☐ Bishoujo Senshi Sailor Moon Collection	Banpresto	\$12/R3	
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #BACD4004.			
☐ Black Hole Assault	Micronet	\$15/R4	
A "Super CD-ROM" game. Released 07/93. #MNCD3001.			
☐ Blodia	Hudson	\$15/R3	
a.k.a. Timeball (US)			
Puzzle/Action. HuCard. #HC90027.			
☐ Blood Gear	Hudson	\$25/R5	
Action/Platform/Shooter. A "Super CD-ROM" game. Released 10/94. #HCD4048.			
☐ Body Conquest II	Hacker Int	\$50/R6	
Hentai, uncensored. Role-Playing/Turn-Based RPG. HuCard. #T4955754200953.			
☐ Bombberman	Hudson	\$15/R3 +	
A timeless classic, and the first Bombberman incarnation for PC Engine. English-friendly. Action/Head-to-Head Combat. HuCard. #HC90036.			
☐ Bombberman '93	Hudson	\$20/R4 +	
English-friendly. Action/Head-to-Head Combat. HuCard. #HC92061.			
☐ Bombberman '93: Special Edition	Hudson	\$200/R9 +	
Special edition version of game which contained a time-limited "Carnival" game. Originally used at one of the many game festivals put on by Hudson in Japan to promote games for the PC-Engine. This is the hardest Special Version HuCard to find. Action/Head-to-Head Combat. HuCard.			
☐ Bombberman '94	Hudson	\$20/R4 +	
Bombberman, but with kangaroos! Better than alpacas... English-friendly. Action/Head-to-Head Combat. HuCard. #HC93065.			
☐ Bombberman '94 Taikenban	Hudson	\$200/R9 +	
Special edition version of Bombberman '94. Action/Head-to-Head Combat. A "Super CD-ROM" game. #HCD3054.			
☐ Bombberman's Panic Bomber	Hudson	\$15/R4	
a.k.a. Panic Bombberman			
Great puzzle game featuring stacks of decapitated Bombberman heads! English-friendly. Puzzle/Action. A "Super CD-ROM" game. #HCD4069.			
☐ Bonanza Brothers	NEC	\$40/R7	
A "Super CD-ROM" game. #NAPR2028.			
☐ Bouken Danshaken Don San-I Heart Hen	I'Max	\$25/R5	
a.k.a. Lost Sunheart, The			

Mediocre horizontal shooter. Nothing special. English-friendly.
Shooter/Horizontal Scrolling. HuCard. #IM92001.

- Brandish** **NEC** **\$20/R4**
Developed by Falcom. The same game as Brandish for the SNES, but with cinemas. A "Super CD-ROM"/Arcade Card hybrid. Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. Released 06/94. #HECD4007.
- Break In** **Naxat** **\$10/R3**
English-friendly. HuCard. #NX89002.
- Browning** **Telenet** **\$15/R4**
English-friendly. Action/Platform/Shooter. A "Super CD-ROM" game. #TJCD1020.
- Bubblegum Crash** **Naxat** **\$30/R6**
A digital comic based on the Bubblegum Crisis anime series. Miscellaneous/Digital Comic. HuCard. #NX91005.
- Builderland** **Micro World** **\$12/R3**
A "Super CD-ROM"/"CD-ROM" hybrid. Action/Platform/Scrolling Screen. A "Super CD-ROM" game. #MWCD2003.
- Bullfight Ring no Haja** **Cream Corp** **\$10/R3**
HuCard. #CC01001.
- Burai** **Riverhill Soft** **\$20/R5**
A "CD-ROM" game. #RHCD1001.
- Burai II** **Riverhill Soft** **\$12/R3**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #RHCD2004.
- Burning Angel** **Naxat** **\$25/R4**
Fun little vertical shooter from Naxat. English-friendly. Shooter/Vertical Scrolling. HuCard. #NX90008.
- Cadash** **Taito** **\$15/R4**
Based on the 1989 Taito coin-op. The addition of the Ninja and Priest make this the preferred console version of Cadash. Based on the 1989 Taito coin-op. Role-Playing/Side View Real-Time. HuCard. #TP02015.
- CAL II** **NEC** **\$15/R4**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. Released 03/93. #NAPR1034.
- CAL III** **NEC** **\$20/R4**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #NAPR1039.
- Cardangels** **Fujicom** **\$55/R7**
English-friendly. Hentai. Traditional/Casino Game. A "Super CD-ROM" game. #FCCD4002.
- CD Battle Hikari no Yuushatachi** **King** **\$40/R7**
A "Super CD-ROM" game. Released 03/93. #KICD3001.
- CD Bishojyo Jyanshi Idol Pai Games Express** **\$30/R6**
[w/Games Express HuCard (required for play)] Hentai, unlicensed. Traditional/Mahjong. A "Super CD-ROM" game. #GED1013.
- CD Bishojyo Pachinko 4 Sisters** **Games Express** **\$20/R6**
[w/Games Express HuCard (required for play)] Hentai, unlicensed. Traditional/Pachinko. A "Super CD-ROM" game. #GED1014.
- CD Hanafuda Bishojuo Gambler** **Games Express** **\$20/R6**
[w/Games Express HuCard (required for play)] Hentai, unlicensed. Traditional/Casino Game. A "Super CD-ROM" game. #GED1016.
- CD Pashisuro Bishojuo** **Games Express** **\$30/R6**

Gambler

[w/Games Express HuCard (required for play)] Hentai, unlicensed. Traditional/Casino Game. A "Super CD-ROM" game. #GED1012.

- CD PC Denjin Rockabilly** **Hudson** **\$50/R5 + a.k.a. Super Air Zonk (US)**
Classic CD sequel to Air Zonk. The Japanese version is slightly easier to come by than the US version. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #HCD3049.
- Champion Wrestler** **Taito** **\$10/R3**
Based on the 1989 Taito coin-op. Fighting/Wrestling. HuCard. #TP02014.
- Championship Rally** **Intec** **\$15/R3**
Racing/Miscellaneous Racing. A "Super CD-ROM" game. #IGCD3006.
- Chase HQ** **Taito** **\$10/R3**
Based on the Taito 1988 coin-op. Racing/Combat/Demolition. HuCard. #TP02006.
- Chibi Maruko-chan Quiz De Pihyara** **Namco** **\$10/R3**
HuCard. #NC92001.
- Chiki Chiki Boys** **NEC** **\$25/R5**
Based on the 1990 Capcom coin-op. English-friendly. Action/Platform/Hack & Slash. A "Super CD-ROM" game. #NAPR1033.
- Chikudanya Toubee** **Naxat** **\$10/R2**
HuCard. #NX89004.
- Cho Aniki** **NCS** **\$25/R5**
a.k.a. Super Big Brother
A rather disturbingly homo-erotic shooter. And I'm not sure if that's a pun or a description. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #NSCD2013.
- Chozetsu Rinjin Bravoman** **Namco** **\$10/R6**
Sub-par platformer from Namco. Action/Platform/Shooter. HuCard. #NC90005.
- Circus Lido** **Unipost** **\$50/R7**
Rare Bubble Bobble-esque game. The sudden appearance of a large number of sealed copies of Circus Lido a few years ago made this game attainable, but it's still quite rare. Action/Platform/Fixed Screen. HuCard. #PJ91001.
- City Hunter** **SunSoft** **\$10/R3**
English-friendly. Action/Platform/Shooter. HuCard. #SS90001.
- Cobra** **Hudson** **\$10/R3**
Miscellaneous/Digital Comic. A "CD-ROM" game. #HCD8004.
- Cobra II** **Hudson** **\$10/R3**
This game is known as Space Adventure in the US and was ported to the Sega CD. Miscellaneous/Digital Comic. A "CD-ROM" game. #HCD1014.
- Color Wars** **Coconuts** **\$15/R4**
Puzzle/Action. A "CD-ROM" game. #CJCD2002.
- Columns** **Telenet** **\$25/R6**
Based on the 1990 Sega coin-op. Classic Sega fun for the PC Engine. A great puzzler! English-friendly. Puzzle/Action. HuCard. #TJ03002.
- Coryoon** **Naxat** **\$40/R7**
English-friendly. Shooter/Horizontal Scrolling. HuCard. #NX91004.
- Cosmic Fantasy** **Telenet** **\$15/R4**

Developed by Lasersoft. Role-Playing/Turn-Based RPG. A "CD-ROM" game. Released 03/90. #TJCD9003.

- ❑ Cosmic Fantasy 2 Telenet \$15/R4**
Developed by Lasersoft. The only Cosmic Fantasy released domestically, Cosmic Fantasy 2 was ported to the US by Working Designs. Role-Playing/Turn-Based RPG. A "CD-ROM" game. #TJCD1015.

- ❑ Cosmic Fantasy 3 Telenet \$15/R4**
Developed by Lasersoft. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #TJCD2029.

- ❑ Cosmic Fantasy 4: Chapter 1 Telenet \$15/R4**
Developed by Telenet. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #TJCD4038.

- ❑ Cosmic Fantasy 4: Chapter 2 Telenet \$15/R4**
Developed by Telenet. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #TJCD4040.

- ❑ Cosmic Fantasy Visual Collection Volume 1 Telenet \$40/R7**
Developed by Lasersoft. A "CD-ROM" game. #TJCD3034.

- ❑ Cotton Hudson \$40/R6**
Developed by Success. Based on the 1989 Success coin-op. The wildly popular broomstick shooter makes an appearance on the PC Engine. Cute as a button and powerful too! English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #HCD3043.

- ❑ Crazy Hospital: Fushigi no Kuni no Tenshi Asia Soft \$75/R7**
Hentai, uncensored game. Miscellaneous/Digital Comic. A "Super CD-ROM" game.

- ❑ Crest Of Wolf Hudson \$35/R5**
a.k.a. Riot Zone (US)
Fighting/Side-Scrolling. A "Super CD-ROM" game. #HCD3044.

- ❑ Cross Wiber (Weaver) Face \$10/R4**
English-friendly. HuCard. #FA02008.

- ❑ Cyber City Oedo 808 NCS \$12/R4**
Developed by Masaya. Miscellaneous/Digital Comic. A "CD-ROM" game. Released 03/91. #NSCD0003.

- ❑ Cyber Cross Face \$15/R4**
English-friendly. Action/Platform/Hack & Slash. HuCard. #FA01002.

- ❑ Cyber Dodgeball Tonkin House \$18/R5**
Sports/Other Sports. HuCard. #TON92005.

- ❑ Cyber Knight Tonkin House \$10/R3**
HuCard. #TON90003.

- ❑ Cybercore IGS \$20/R4**
English-friendly. Shooter/Vertical Scrolling. HuCard. #A102001.

- ❑ Daichikun Crisis: Do Natural Salio \$10/R3**
HuCard. #SL01001.

- ❑ Daisenpu NEC \$20/R4**
English-friendly. Shooter/Vertical Scrolling. HuCard. #NAPH1014.

- ❑ Daisenpu Custom NEC \$20/R4**
English-friendly. Shooter/Vertical Scrolling. A "CD-ROM" game. #NAPR1019.

- ❑ Daisenryaku II: Campaign Version Micro Cabin \$8/R3**
Simulation/Turn-Based War/RPG game. A "Super CD-ROM" game. #MCCD1003.

- ❑ Darius Alpha NEC \$999/R9**
Compatible with PC Engine AND SuperGrafx. To obtain this game in Japan, you had to buy both the HuCard and CD versions of Darius 2 and then send it the coupons that came with each. You were then entered in a drawing and the first 800 people drawn received Shooter/Horizontal Scrolling. HuCard.

- ❑ Davis Cup Tennis Micro World \$8/R3**
English-friendly. Sports/Tennis. A "Super CD-ROM" game. #MWCD2002.

- ❑ De Ja NEC \$40/R6**
Hentai. Puzzle/Point & Click. A "Super CD-ROM" game. #NIPR1002.

- ❑ Dead Moon Gessekai no Akumu TSS \$20/R3 +**
a.k.a. Dead Moon (US)
English-friendly. Shooter/Horizontal Scrolling. HuCard. #TS91001.

- ❑ Dead Of The Brain 1 & 2 NEC \$75/R7**
The last PC Engine game ever made, rated for adults and exceptionally violent. Miscellaneous/Digital Comic. A "Super CD-ROM" game. Released 06/99. #HECD5024.

- ❑ Death Bringer: The Knight of Darkness Telenet \$20/R4**
A "CD-ROM" game. #TJCD0007.

- ❑ Deden no Den Hudson \$50/R9**
a.k.a. Far East of Eden Bomberman
It's Bomberman '94 with the Far East of Eden anime characters. Only available as a trade show promo, and did not come with a manual, only a front and back insert. The instructions for play are on the back insert. English-friendly. Action/Head-to-Head Combat. A "Super CD-ROM" game. #HCD4064.

- ❑ Deep Blue Kaitei Shinwa Pack-In Video \$10/R4**
English-friendly. Shooter/Horizontal Scrolling. HuCard. #PV1002.

- ❑ Dekoboko Densetsu Hashiru Telenet \$15/R4**
Wagamamma
Developed by RENO. A "CD-ROM" game. #TJCD0013.

- ❑ Dennou Tenshi: Digital Angel Tokuma Shoten \$20/R5**
PC Engine mouse compatible. Puzzle/Point & Click. A "Super CD-ROM" game. #TICD4003.

- ❑ Detana!! Twin Bee Konami \$25/R4**
Based on the 1991 Konami coin-op. Konami's other great shooter franchise, the Twin Bee series never made it to the US. Well worth playing! English-friendly. Shooter/Vertical Scrolling. HuCard. #KM92004.

- ❑ Develo Magazine Volume 1 Tokuma Shoten \$30/R8**
A "Super CD-ROM" game. #TICD6008.

- ❑ Develo Starter Kit: Assembler Tokuma Shoten \$30/R8**
A "Super CD-ROM" game. #TICD6004.

- ❑ Develo Starter Kit: BASIC Tokuma Shoten \$30/R8**
A "Super CD-ROM" game. #TICD6007.

- ❑ Devil's Crash Naxat \$25/R5 +**
a.k.a. Devil's Crush (US)
Pinball. English-friendly. Traditional/Video Pinball. HuCard. #NX90004.

- ❑ Die Hard Nichibutsu \$20/R5**
Yes, it really is based on the movie. Bruce Willis, meet the PC Engine! English-friendly. Shooter/360 Degrees. HuCard. #NB90003.

- ❑ Digital Champ Naxat \$10/R3**

Sports/Boxing. HuCard. #NX89003.

- Don Doko Don** **Taito** **\$15/R4**
Based on the 1989 Taito coin-op. Action/Platform/Fixed Screen. HuCard. #TP02010.
- Doraemon Meikyu Daisakusen a.k.a. Cratermaze (US)** **Hudson** **\$8/R2 +**
Action/Maze Collect. HuCard. #HC89023.
- Doraemon Nobita no Dorabian Night** **Hudson** **\$15/R5**
CD version. HuCard. #HC91051.
- Doraemon Nobita no Dorabian Night** **Hudson** **\$15/R5**
CD version. A "Super CD-ROM" game. #HCD2030.
- Double Dragon II: The Revenge** **Naxat** **\$35/R6**
The classic beat 'em up makes a CD-ROM appearance! Double Dragon is brute-bashing fun for everyone! English-friendly. Fighting/Side-Scrolling. A "Super CD-ROM" game. #NXCD2010.
- Double Dungeons** **NCS** **\$5/R2**
Role-Playing/First-Person RPG. HuCard. #NCS89006.
- Double Ring a.k.a. W-Ring** **Naxat** **\$18/R5**
Decent horizontal shooter for the PC Engine. Get used to it, there are a ton of PCE shooters! English-friendly. Shooter/Horizontal Scrolling. HuCard. #NX90005.
- Doukyuusei (Classmates)** **NEC** **\$12/R3**
A "Super CD-ROM" game. #NAPR1051.
- Download** **NEC** **\$25/R4**
Bizarre and challenging horizontal shooter. English-friendly. Shooter/Horizontal Scrolling. HuCard. #NAPH1007.
- Download 2** **NEC** **\$35/R5**
Weird horizontal shooter that swears at you (in text) when you continue. English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. #NAPR1018.
- Downtown Nekketu Monogatari** **Naxat** **\$55/R7**
The boys from Technos wander over to the PC Engine for a brief hello. In case you're wondering, this is a CD version of River City Ransom. A "Super CD-ROM" game. #NXCD3019.
- Downtown Nekketu Soreyuke Daiundoukai** **Naxat** **\$40/R6**
More kunio goodness from Technos, this time in the form of a track and field competition. A "Super CD-ROM" game. #NXCD2015.
- Dracula X: Rondo of the Blood** **Konami** **\$85/R5 +**
One of the most desirable games for PC Engine, Dracula X was one of the only Castlevania games that never made it to the US. You play Richter Belmont, as well as a young girl named Maria. With a stunning CD soundtrack and anime cinemas, as well as spot-on. Action/Platform/Hack & Slash. A "Super CD-ROM" game. #KMCD3005.
- Dragon Egg** **NCS** **\$18/R5**
English-friendly. Action/Platform/Hack & Slash. HuCard. #NCS91003.
- Dragon Half** **Micro Cabin** **\$15/R4**
A "Super CD-ROM" game. Released 09/94. #MCCD4006.
- Dragon Knight & Graffiti** **NEC** **\$50/R7**

A "Super CD-ROM" game. #NAPR1046.

- Dragon Knight II** **NEC** **\$20/R5**
Hentai. A "Super CD-ROM" game. #NAPR1029.
- Dragon Knight III** **NEC** **\$20/R5**
Hentai. A "Super CD-ROM" game. #NAPR1035.
- Dragon Saber** **Namco** **\$20/R4**
Based on the 1989 Namco coin-op. A "spiritual" sequel to Namco's Dragon Spirit. English-friendly. Shooter/Vertical Scrolling. HuCard. #NC91005.
- Dragon Slayer: The Legend Of Heroes** **Hudson** **\$20/R4**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HCD1020.
- Dragon Slayer: The Legend Of Heroes II** **Hudson** **\$15/R4**
Packaged with a map. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HCD2033.
- Dragon Spirit** **Namco** **\$15/R3**
Based on the 1987 Namco coin-op. English-friendly. Shooter/Vertical Scrolling. HuCard. #NC63003.
- Dragonball Z** **Bandai** **\$20/R4**
A "Super CD-ROM" game. #BNCD4001.
- Drop Rock Hots Hora a.k.a. Drop-Off (US)** **Data East** **\$12/R5**
Action/Pong-Style. HuCard. #DE90005.
- Dungeon Explorer** **Hudson** **\$15/R4 +**
Shooter/360 Degrees. HuCard. #HC63015.
- Dungeon Explorer II** **Hudson** **\$25/R6**
Shooter/360 Degrees. A "Super CD-ROM" game. #HCD3034.
- Dungeon Master: Theron's Quest** **Victor** **\$8/R3**
Role-Playing/First-Person RPG. A "Super CD-ROM" game. Released 09/92. #JCCD2010.
- Dynastic Hero** **Hudson** **\$15/R3**
Much more common version of the very rare US counterpart by the same name. A remake of Wonderboy In Monsterland. Role-Playing/Side View Real-Time. A "Super CD-ROM" game. #HCD4032.
- Efera & Jiliora: The Emblem From Darkness** **Brain Grey** **\$18/R5**
A "CD-ROM" game. #BRCD1002.
- Eikan Wa Kimini** **Artdink** **\$5/R3**
A "Super CD-ROM"/Arcade Card hybrid. Sports/Baseball. A "Super CD-ROM" game. #ADCD4003.
- Eiyuu Sankokushi** **Irem** **\$20/R5**
A "Super CD-ROM" game. Released 03/93. #ICCD3003.
- Emerald Dragon** **NEC** **\$25/R4**
A "Super CD-ROM" game. #HECD3005.
- Energy** **NCS** **\$12/R3**
HuCard. #NCS89005.
- Eternal City Toshi Tenso Keikaku** **Naxat** **\$20/R4**
English-friendly. HuCard. #NX91003.
- Exile** **Telenet** **\$15/R3**
Role-Playing/Side View Real-Time. A "CD-ROM" game. Released 03/91. #TJCD1014.

Game	Developer	Year	Platform	Genre	Price
Exile II a.k.a. Exile: Wicked Phenomenon (US) Role-Playing/Side View Real-Time. A "Super CD-ROM" game. #TJCD2028.	Telenet	1993	CD-ROM	Role-Playing	\$10/R3
F1 Circus Racing/F1/Indy/Stock Cars. HuCard. #NB90002.	Nichibutsu	1993	CD-ROM	Racing	\$10/R3
F1 Circus '91 Racing/F1/Indy/Stock Cars. HuCard. #NB91004.	Nichibutsu	1991	CD-ROM	Racing	\$6/R2
F1 Circus '92 Racing/F1/Indy/Stock Cars. HuCard. #NB92007.	Nichibutsu	1992	CD-ROM	Racing	\$6/R2
F1 Circus Special Racing/F1/Indy/Stock Cars. A "Super CD-ROM" game. Released 06/92. #NB92002.	Nichibutsu	1992	CD-ROM	Racing	\$6/R2
F1 Dream Racing/F1/Indy/Stock Cars. HuCard. #H54G1005.	NEC	1993	CD-ROM	Racing	\$6/R2
F1 Pilot You're King of Kings Racing/F1/Indy/Stock Cars. HuCard. #PV1001.	Pack-In Video	1993	CD-ROM	Racing	\$6/R2
F1 Team Simulation Project F Racing/F1/Indy/Stock Cars. A "Super CD-ROM" game. #TJCD2026.	Telenet	1993	CD-ROM	Racing	\$10/R3
F1 Triple Battle Racing/F1/Indy/Stock Cars. HuCard. #HM89002.	Human	1989	CD-ROM	Racing	\$15/R4
Faceball Very much like the SNES version, but much harder to come by. English-friendly. Shooter/First-Person Shooter. A "Super CD-ROM" game. #RHC3007.	Riverhill Soft	1993	CD-ROM	Shooter	\$35/R7
Faceball, Sample Disc of A first person shooter where you hunt the most dangerous of game, the elusive yellow smiley face! Fear the smiley! Quite rare as well. English friendly. Shooter/First-Person Shooter. A "Super CD-ROM" game. #RH3001.	Riverhill Soft	1993	CD-ROM	Shooter	\$10/R6
Faerie Dust Story A "CD-ROM" game. #TJCD0008.	Telenet	1993	CD-ROM	Shooter	\$30/R6
Fantasy Zone Based on the 1985 Sega coin-op. English-friendly. Shooter/Horizontal Scrolling. HuCard. #H49G1001.	NEC	1993	CD-ROM	Shooter	\$10/R3
Farjius no Jakoutei: Neo Metal Fantasy Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HMC2003.	Human	1993	CD-ROM	Shooter	\$18/R5
Fatal Fury 2 Based on the 1992 SNK coin-op. English-friendly. A "Super CD-ROM"/Arcade Card hybrid. Fighting/Tournament Style. An "Arcade Card" game. #HCD4060.	Hudson	1993	CD-ROM	Shooter	\$15/R3
Fatal Fury Special Based on the 1993 SNK coin-op. English-friendly. A "Super CD-ROM"/Arcade Card hybrid. Fighting/Tournament Style. An "Arcade Card" game. #HCD4067.	Hudson	1993	CD-ROM	Shooter	\$15/R3
Faussette Amour Great fantasy action/platformer, reminiscent of Bionic Commando but in a fantasy setting. Short levels and lots of cut scenes. English-friendly. Action/Platform/Hack & Slash. A "Super CD-ROM" game. #NXCD2017.	Naxat	1993	CD-ROM	Shooter	\$90/R8
Fiend Hunter Action/Platform/Hack & Slash. A "Super CD-ROM" game. Released 04/93. #RSCD3002.	Right Stuff	1993	CD-ROM	Shooter	\$25/R5
Fighting Run HuCard. #NB91005.	Nichibutsu	1993	CD-ROM	Shooter	\$6/R3
Fighting Street Fighting/Tournament Style. A "CD-ROM" game. #HCD8002.	Hudson	1993	CD-ROM	Shooter	\$15/R4
Final Blaster Neat little vertical shooter. English-friendly. Shooter/Vertical Scrolling. HuCard. #NC90007.	Namco	1993	CD-ROM	Shooter	\$17/R4
Final Lap Twin Racing/F1/Indy/Stock Cars. HuCard. #NC89003.	Namco	1993	CD-ROM	Shooter	\$9/R3
Final Match Tennis Sports/Tennis. HuCard. #HM91004.	Human	1993	CD-ROM	Shooter	\$8/R3
Final Soldier Vertical shooter in the "Soldier" series! English-friendly. Shooter/Vertical Scrolling. HuCard. #HC91045.	Hudson	1993	CD-ROM	Shooter	\$30/R5
Final Soldier: Special Edition Special edition version of game which contained a time-limited "Carnival" game. Originally used at one of the many game festivals put on by Hudson in Japan to promote games for the PC-Engine. Shooter/Vertical Scrolling. HuCard.	Hudson	1993	CD-ROM	Shooter	\$200/R9
Final Zone II English-friendly. Shooter/360 Degrees. A "CD-ROM" game. #TJCD0006.	Telenet	1993	CD-ROM	Shooter	\$10/R4
Fire Pro Female Wrestling (WOWOW vs. JWP) Fighting/Wrestling. An "Arcade Card" game. #HMCD4008.	Human	1993	CD-ROM	Shooter	\$23/R5
Fire Pro Wrestling Fighting/Wrestling. HuCard. #HM89001.	Human	1993	CD-ROM	Shooter	\$15/R4
Fire Pro Wrestling 3: Legend Bout Fighting/Wrestling. HuCard. #HM92006.	Human	1993	CD-ROM	Shooter	\$15/R3
Fire Pro Wrestling: Second Bout Fighting/Wrestling. HuCard. #HM91005.	Human	1993	CD-ROM	Shooter	\$15/R3
Flash Hiders Absolutely amazing fighting game. The animation is fluid and the controls are tight, making Flash Hiders a must have for fighting gamers. English-friendly. Fighting/Tournament Style. A "Super CD-ROM" game. Released 12/93. #RSCD3004.	Right Stuff	1993	CD-ROM	Shooter	\$40/R6
Forgotten Worlds Based on the 1988 Capcom coin-op. Interesting little horizontal shooter with a unique control style. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. Released 03/92. #NAPR1025.	NEC	1993	CD-ROM	Shooter	\$20/R5
Formation Soccer '95 A "Super CD-ROM"/Arcade Card hybrid. Sports/Soccer. A "Super CD-ROM" game. #HMC25009.	Human	1993	CD-ROM	Shooter	\$10/R3
Formation Soccer Human Cup '90 Sports/Soccer. HuCard. #HM90003.	Human	1993	CD-ROM	Shooter	\$10/R3
Formation Soccer On J League Sports/Soccer. HuCard. #HM94007.	Human	1993	CD-ROM	Shooter	\$10/R3
Fray CD Xak Gaiden Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. Released 04/93. #RSCD3002.	Micro Cabin	1993	CD-ROM	Shooter	\$50/R6

- Future Boy Conan** Telenet \$15/R3
English-friendly. A "Super CD-ROM" game. #TJCD2022.
- Gai Flame** NCS \$10/R3
Simulation/Resource Management. HuCard. #NCS90001.
- Gai Shadow** NCS \$10/R3
a.k.a. Hisou Kihei Serd
Developed by Masaya. Simulation/Turn-based War/RPG Game. HuCard. #NCS90002.
- Gaia no Monsho** NCS \$10/R3
Simplistic strategy game, vaguely similar to Stratego. Simulation/Turn-based War/RPG Game. HuCard. #NCS63001.
- Gain Ground SX** NEC \$35/R6
Based on the 1988 Sega coin-op. Cool semi-fixed screen vertical action game. Similar style to Ikari Warriors and other run n' guns, but far more challenging. English-friendly. Shooter/360 Degrees. A "Super CD-ROM" game. #NAPR1032.
- Galaga '88** Namco \$20/R4 +
a.k.a. Galaga '90 (US)
Based on the 1987 Namco coin-op. English-friendly. Shooter/Fixed-Screen. HuCard. #NC63002.
- Galaxy Deka (detective)** Intec \$24/R5
Gayvan
Fighting/Tournament Style. A "Super CD-ROM" game. #IGCD3005.
- Galaxy Fraulien Yuna** Hudson \$12/R3
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #HCD2031.
- Galaxy Fraulien Yuna 2** Hudson \$18/R3
Packaged with a metallic sticker. Miscellaneous/Digital Comic. A "Super CD-ROM" game. #HCD5075.
- Galaxy Fraulien Yuna** Hudson \$35/R7
HuVideo CD
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #HCD5078.
- Gambler Jikochuushinha** Hudson \$10/R3
Traditional/Mahjong. A "CD-ROM" game. #HCD9008.
- Gambler Jikochuushinha** Taito \$10/R4
Mahjong Puzzle Coll
Traditional/Mahjong. A "CD-ROM" game. #TPCD1003.
- Ganbare! Golf Boys** NCS \$5/R2
Sports/Golf. HuCard. #NCS89003.
- Gate of Thunder** Hudson \$25/R4 +
a.k.a. Gates of Thunder (US)
The same as the US Gate of Thunder pack-in game. Does not come with the Bonk games on the disc however. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. Released 02/92. #HCD2025.
- Genji Tsushin Agedama** NEC \$15/R4
Action/Platform/Hack & Slash. HuCard. #HE91001.
- Genocide** Brain Grey \$20/R4
Fast paced mech side scrolling beat em up. English-friendly. Action/Platform/Shooter. A "Super CD-ROM" game. Released 06/92. #BRCD2003.
- Genpei Toramaden** Namco \$10/R3
This game is the predecessor to Samurai Ghost. English-friendly. Action/Platform/Hack & Slash. HuCard. #NCS90001.
- Genpei Toramaden Volume 2** Namco \$10/R3
a.k.a. Samurai Ghost (US)
English-friendly. Action/Platform/Hack & Slash. HuCard. #NC92002.
- Gensou Tairiku Auleria** Taito \$25/R5
Role-Playing/Side View Real-Time. A "CD-ROM" game. #TPCD1002.
- Ginga Fukei Densetsu** Hudson \$300/R8
Sapphire
a.k.a. Sapphire
'One of the later releases for PC Engine, this vertical shooter has quite impressive rudimentary polygon graphics as well as standard sprites. English-friendly. This game requires the arcade card. Shooter/Vertical Scrolling. An "Arcade Card" game. #HCD5080.
- Go! Go! Birdie Chance** NEC \$50/R7
Very rare all-girl golf game. If only the PGA tour was this interesting! But Arnold Palmer in a schoolgirl outfit, yuck. Sports/Golf. A "Super CD-ROM" game. #HECD5022.
- God Panic Shijyou Saikyuu** Teichiku \$25/R5
Gundan
A vertical Parodius on acid, this strange shooter features a ninja cat and enemies such as Pete Townsend's head on a dinosaur, giant cats with wrestling belts, and a bride on a Harley. English friendly. Shooter/Vertical Scrolling. A "Super CD-ROM" game. #TMCD2001.
- Godzilla Bakutou Retsu Den** Toho \$20/R4
What's a Japanese game list without a Godzilla game? Decent fighting game with Godzilla characters. Fighting/Tournament Style. A "Super CD-ROM" game. #TCCD4001.
- Gokuraku Chuka Taisen** Taito \$25/R5
Decent horizontal shooter similar to Ordine. English Friendly. Shooter/Horizontal Scrolling. HuCard. #TP03021.
- Golden Axe** Telenet \$30/R4
Based on the 1989 Sega coin-op. The classic 1989 Sega coin-op on PCE CD-ROM. English-friendly. A "CD-ROM" game. #TJCD0005.
- Gomola Speed** UPL \$15/R4
English-friendly. Action/Maze Collect. HuCard. #UP02002.
- Gotzendiener** NEC \$20/R3
Excellent isometric adventure game, similar to both Landstalker and Diablo. Semi-English-friendly. Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. #HECD4014.
- Gradius** Konami \$18/R3
Based on the 1985 Konami coin-op. The Gradius you know and love, but in HuCard form. English-friendly. Shooter/Horizontal Scrolling. HuCard. #KM91001.
- Gradius II: The World of Gifer** Konami \$30/R5
Based on the 1988 Konami coin-op. An amazing arcade port from the 1985 coin-op, unreleased in the US. Considered one of the best Gradius games ever. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #KMCD2003.
- Graduation Photograph Miki** Coconuts \$12/R3
a.k.a. Sotsugyou Shashin Miki
Role-Playing/Dating Sim. A "Super CD-ROM" game. #CJCD4005.
- GS Mikami** Banpresto \$15/R4
a.k.a. Ghost Sweeper Mikami
Miscellaneous/Digital Comic. A "Super CD-ROM" game. Released 07/94. #BACD4003.
- Gulflight TDF 2** Pack-In Video \$15/R3
A "CD-ROM" game. #PVC00002.

- ☐ **GunBuster Volume 1** Riverhill Soft \$20/R5
a.k.a. **Top O Nerae! GunBuster Volume 1**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #RHCD2003.
- ☐ **GunBuster Volume 2** Riverhill Soft \$12/R3
a.k.a. **Top O Nerae! GunBuster Volume 2**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #RHCD3005.
- ☐ **Gunhed** Hudson \$25/R6 +
a.k.a. **Blazing Lazars (US)**
English-friendly. Shooter/Vertical Scrolling. HuCard. #HC89019.
- ☐ **Hana Taka Daka** Taito \$10/R3
a.k.a. **Long Nose Goblin**
Weird but fun horizontal shooter, fun if you like the cuter shooters. This one will surprise you. English-friendly. Shooter/Horizontal Scrolling. HuCard. #TP03018.
- ☐ **Hani In The Sky** Face \$12/R3
"This Title Screen Was Stolen From: M.C. Escher (not a rapper)." Strange vertical shooter. English-friendly. HuCard. #FA640001.
- ☐ **Hani On The Road** Face \$10/R3
HuCard. #FA02006.
- ☐ **Hatris** Micro Cabin \$8/R5
Based on the 1990 Video System coin-op. English-friendly. Puzzle/Action. HuCard. #MC91002.
- ☐ **Hatsukoi Monogatari** Tokuma Shoten \$20/R5
A "Super CD-ROM" game. Released 04/94. #TICD4002.
- ☐ **Hawk F-123** Pack-In Video \$18/R4
Decent horizontal shooter. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. Released 03/92. #PVC2007.
- ☐ **Heavy Unit** Taito \$20/R5
Based on the 1988 Taito coin-op. English-friendly. Shooter/Horizontal Scrolling. HuCard. #TP01004.
- ☐ **Helfire S** NEC \$35/R6
Very good horizontal shooter with a pink ship! Also released for Genesis/Mega Drive. English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. #NAPR1017.
- ☐ **High Grenadier** Telenet \$18/R5
Developed by RENO. Role-Playing/Turn-Based RPG. A "CD-ROM" game. #TJCD1016.
- ☐ **Hihou Densetsu Kris no Bouken** Pack-In Video \$15/R4
English-friendly. A "CD-ROM" game. #PVC1004.
- ☐ **Hi-Leg Fantasy** Games Express \$80/R7
Very rare all girl version of Final Fantasy with nudity. Quite amusing. [w/Games Express HuCard (required for play)] Hentai, unlicensed. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. Released 1994. #GED1011.
- ☐ **Himitsu no Hanazono** Tokuma Shoten \$35/R7
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #TICD3001.
- ☐ **Hit The Ice** Taito \$8/R3
Based on the 1990 Williams coin-op. English-friendly. Sports/Hockey. HuCard. #TP03019.
- ☐ **Hono no Tataka Tamako Dotsuji Danpei** Hudson \$15/R5
a.k.a. **Dodge Danpei Dodgeball**
A unique melding of dodgeball and RPG. Unfortunately, more RPG than dodgeball. Role-Playing/Turn-Based RPG. HuCard. #HC92059.
- ☐ **Horror Story** NEC \$20/R5
English-friendly. Action/Platform/Shooter. A "Super CD-ROM" game. Released 02/93. #NAPR1027.
- ☐ **Hot Blooded High School Dodgeball** Naxat \$15/R5
a.k.a. **Kunio Dodgeball**
Developed by Technos. Excellent Dodgeball game with the Kunio characters, same as Super Dodgeball for NES. English-friendly. Sports/Other Sports. HuCard. #NX90002.
- ☐ **Hot Blooded High School Soccer** Naxat \$10/R3
a.k.a. **Kunio Soccer**
Developed by Technos. Kunio Soccer game, great fun! English friendly. Sports/Soccer. A "Super CD-ROM" game. #NXCD1005.
- ☐ **Hot Blooded High School Soccer** Naxat \$10/R3
a.k.a. **Kunio Soccer**
Developed by Technos. Basically the same game as the CD version, but with inferior sound. Sports/Soccer. HuCard. #NX92001.
- ☐ **Human Sports Festival** Human \$8/R3
Sports/Multi-Sports. A "Super CD-ROM" game. Released 02/92. #HMC2002.
- ☐ **Hyaku Monogatari** Hudson \$12/R3
A "Super CD-ROM" game. #HCD5077.
- ☐ **Hyper Wars** Hudson \$25/R5
A "Super CD-ROM" game. #HCD4068.
- ☐ **Idol Hanafuda Fan Club** Hacker Int \$15/R4
Unlicensed. Traditional/Mahjong. HuCard. #T4933766921042.
- ☐ **Iga Ninden Gaiou** Nichibutsu \$15/R4
A "Super CD-ROM" game. #NBCD3003.
- ☐ **Image Fight** Irem \$20/R4
Based on the 1988 Irem coin-op. Port of the 1988 Irem coin-op, far superior to the NES version. English-friendly. Shooter/Vertical Scrolling. HuCard. #ICD2003.
- ☐ **Image Fight II: Operation Deepstriker** Irem \$45/R6
Based on the 1991 Irem coin-op. Challenging vertical shooter where you must use even your retro rockets as weapons. English-friendly. Shooter/Vertical Scrolling. A "Super CD-ROM" game. Released 12/92. #ICD2002.
- ☐ **IQ Panic** IGS \$7/R3
Puzzle/Trivia/Quiz. A "CD-ROM" game. Released 02/92. #AICD1002.
- ☐ **J Thunder** Unknown \$70/R8
Odd game where mech pilots fight and then suddenly stop fighting each other and start having loud sex with voiceovers. Kind of like a very naughty Transformers. Hentai, unlicensed game. Miscellaneous/Digital Comic. HuCard.
- ☐ **J. League Greatest Eleven** Nichibutsu \$9/R4
Sports/Soccer. HuCard. #NB93008.
- ☐ **J. League Tremendous Soccer '94** NEC \$9/R4
A "Super CD-ROM"/Arcade Card hybrid. Sports/Soccer. A "Super CD-ROM" game. #HECD4017.
- ☐ **J.B. Harold Murder Club** Hudson \$10/R3
A J.B. Harold murder mystery. Action/Full-Motion Video. A "CD-ROM" game. #HCD0013.

- ☐ **Jack Nicklaus Champion Golf Victor** **\$8/R3**
Sports/Golf. HuCard. #JC63003.
- ☐ **Jack Nicklaus World Tour Victor** **\$8/R3**
Sports/Golf. A "CD-ROM" game. #JCCD0003.
- ☐ **Jackie Chan Action Kung Fu Hudson** **\$20/R5**
Action/Platform/Hack & Slash. HuCard. #HC90032.
- ☐ **Jantei Monogatari Telenet** **\$18/R4**
Traditional/Mahjong. A "CD-ROM" game. #TJCD0012.
- ☐ **Jantei Monogatari 2 Kan Ketsu Hen Atlus** **\$13/R4**
Traditional/Mahjong. A "CD-ROM" game. #ATCD2004.
- ☐ **Jantei Monogatari 2 Syutsu Dou Hen Atlus** **\$13/R4**
Traditional/Mahjong. A "CD-ROM" game. #ATCD1002.
- ☐ **Jantei Monogatari 3 Saber Angel** **\$13/R4**
Traditional/Mahjong. A "Super CD-ROM" game. #ATCD3005.
- ☐ **Jigoku Meguri a.k.a. Tour of Hell Taito** **\$30/R6**
HuCard. #TP02013.
- ☐ **Jim Power Micro World** **\$20/R4**
English-friendly. Action/Platform/Shooter. A "Super CD-ROM" game. Released 03/93. #MWCD2006.
- ☐ **Jimmu Densho Yaksa Big Club** **\$7/R3**
English-friendly. Shooter/Third-Person Shooter. HuCard. #BG01003.
- ☐ **Jong Shin Denetsu NEC** **\$20/R5**
a.k.a. **Quest of the Jongmaster**
Role-Playing/Turn-Based RPG. An "Arcade Card" game. #HECD5016.
- ☐ **Kabuki Itouryodan Hudson** **\$25/R4**
Cartoonish fighting game featuring Kabuki Den from the Far East of Eden games. English-friendly. Fighting/Tournament Style. An "Arcade Card" game. #HCD5070.
- ☐ **Kagamai no Kuni no Legend Victor** **\$7/R3**
Role-Playing/Dating Sim. A "CD-ROM" game. #JCCD9001.
- ☐ **Kaizou Ningen Shubibinman NCS** **\$20/R5**
Decent side scrolling platformer, vaguely reminiscent of Mega Man. English-friendly. Action/Platform/Shooter. HuCard. #NCS89004.
- ☐ **Kaizou Ningen Shubibinman 2 NCS** **\$20/R5**
a.k.a. **Shockman (US)**
English-friendly. Action/Platform/Shooter. HuCard. #NCS91001.
- ☐ **Kaizou Ningen Shubibinman 3 NCS** **\$30/R5**
The best of the Shubibinman series, also very much like a Mega Man game! English-friendly. Action/Platform/Shooter. A "CD-ROM" game. #NSCD2010.
- ☐ **Kakutou Haou Denetsu Algnos Intec** **\$25/R5**
a.k.a. **Algnos**
Fighting/Tournament Style. A "Super CD-ROM" game. #IGCD3007.
- ☐ **Kato & Ken Chan Hudson** **\$10/R3**
a.k.a. **JJ & Jeff (US)**
Action/Platform/Scrolling Screen. HuCard. #HC62006.
- ☐ **Kattobi! Takuhai-kun Tonkin House** **\$10/R3**
Racing/Miscellaneous Racing. HuCard. #TON90004.
- ☐ **Kawa no Nushizuri Shizenha Pack-In Video** **\$18/R4**
A "CD-ROM" game. Released 03/92. #PVCD2006.
- ☐ **Kaze Kiri Ninja Naxat** **\$85/R8**
Very fast-paced action game with lots of classic ninja goodness! Very very linear levels, but a great game nonetheless. English-friendly. Action/Platform/Hack & Slash. A "Super CD-ROM" game. #NXCD3025.
- ☐ **Kaze no Denetsu Xanadu NEC** **\$20/R4**
a.k.a. **Legend of Xanadu**
Developed by Falcom. [w/poster] Legend of Xanadu was also translated into English for DOS PCs, but is quite hard to find. Excellent Falcom action/RPG similar to the Y's series. Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. #HECD4006.
- ☐ **Kaze no Denetsu Xanadu II Falcom** **\$60/R7**
a.k.a. **Legend of Xanadu II**
Excellent action/RPG. Complete walkthroughs exist for this game so that English speaking gamers can play it, and the cool boss fights make it well worth playing. Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. #NFCD5001.
- ☐ **Kaiden 00 Telenet** **\$50/R7**
Neat but fairly rare side scrolling mech shooter. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #TJCD2031.
- ☐ **Kick Boxing, The Micro World** **\$10/R3**
a.k.a. **Andre Panza Kickboxing (US)**
English-friendly. Sports/Boxing. A "Super CD-ROM" game. #MWCD2001.
- ☐ **Kickball NCS** **\$10/R3**
Sports/Other Sports. HuCard. #NCS90004.
- ☐ **Kidou Keisatsu Patlabor-Griffon Riverhill Soft** **\$15/R4**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #RHCD3006.
- ☐ **Kiki Kaikai Taito** **\$35/R6**
Based on the 1986 Taito coin-op. English-friendly. HuCard. #TP02009.
- ☐ **King Of Casino Victor** **\$15/R4**
Traditional/Casino Game. HuCard. #JC63006.
- ☐ **Kisou Louga Kogado** **\$25/R4**
Simulation/Turn-based War/RPG Game. A "Super CD-ROM" game. #KSCD3004.
- ☐ **Kisou Louga II The Ends of Shangri-la NEC** **\$30/R5**
Simulation/Turn-based War/RPG Game. A "Super CD-ROM" game. #HECD5021.
- ☐ **Kiyuu Kiyoku Mahjong Idol Hacker Int** **\$20/R6**
Graphics Volume 1
Hentai, unlicensed. Traditional/Mahjong. HuCard. #T4955754200915.
- ☐ **Kiyuu Kiyoku Mahjong Idol Hacker Int** **\$20/R6**
Graphics Volume 2
Hentai, unlicensed. Traditional/Mahjong. HuCard. #T4955754200977.
- ☐ **Klax Tengen** **\$10/R2**
Based on the 1989 Atari coin-op. English-friendly. Puzzle/Action. HuCard. #TG90001.
- ☐ **Knight Rider Special Pack-In Video** **\$20/R5**

Based on the 1982 TV show. Why the Japanese got it and we didn't is a mystery. Go ask David Hasselhoff...maybe he knows.
Racing/Combat/Demolition. HuCard. #PV1003.

- Q KO Century Beast Gaia** **Pack-In Video** **\$12/R3**
Fukkatsu Fin.
 Role-Playing/Turn-Based RPG. A "Super CD-ROM" game.
 #PVC4011.
- Q Kore Ga Pro Yakyuu '89** **Intec** **\$8/R3**
 Sports/Baseball. HuCard. #IG89002.
- Q Kore Ga Pro Yakyuu '90** **Intec** **\$8/R3**
 Sports/Baseball. HuCard. #IG90001.
- Q Kung Fu, The** **Hudson** **\$7/R2**
a.k.a. China Warrior (US)
 Fighting/Side-Scrolling. HuCard. #HC62001.
- Q Kuusou Kagaku Sekai** **Hudson** **\$10/R3**
Gulliver Boy
a.k.a. Imaginary Scientific Worldwide Gulliver Boy
 Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. Released 05/95. #HCD5076.
- Q Kyuukyoku Tiger** **Taito** **\$20/R5**
 Based on the 1987 Taito coin-op. English-friendly. Shooter/Vertical Scrolling. HuCard. #TP01001.
- Q La Valeur** **Kogado** **\$25/R5**
 A "CD-ROM" game. Released 03/91. #KSCD1001.
- Q Lady Phantom** **Telenet** **\$30/R5**
 Simulation/Turn-based War/RPG Game. A "Super CD-ROM" game. Released 11/91. #TJCD1019.
- Q Lady Sword** **Hacker Int** **\$40/R6**
 Hentai, unlicensed. Role-Playing/First-Person RPG. HuCard. #T4955754200922.
- Q Langrissier** **NCS** **\$20/R4**
 A nice CD version of Langrissier, also known as Warsong in the US for the Genesis. Better music and a few minor alterations make this one of the best versions of Langrissier. Simulation/Turn-based War/RPG Game. A "Super CD-ROM" game. #NSCD2017.
- Q Laplace no Ma** **Human** **\$10/R3**
 Role-Playing/First-Person RPG. A "Super CD-ROM" game. #HMC2005.
- Q Laplace no Ma Preview Disc** **Human** **\$7/R5**
 Demo version of La Place No Ma Role-Playing/First-Person RPG. A "Super CD-ROM" game. #HMC2007.
- Q Last Armageddon** **Brain Grey** **\$20/R4**
 A "CD-ROM" game. Released 08/90. #BRCD0001.
- Q L-Dis** **NCS** **\$20/R4**
 Fun side scrolling shooter, similar to Fantasy Zone. English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. #NSCD0005.
- Q Legend of Hero Tonma** **Irem** **\$20/R3**
 Based on the 1989 Irem coin-op. English-friendly. Action/Platform/Hack & Slash. HuCard. #IC03005.
- Q Legion** **Telenet** **\$20/R5**
 Developed by RENO. Based on the 1987 Nichibutsu coin-op. Sub-par horizontal shooter. English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. Released 09/90. #TJCD0010.
- Q Lemmings** **SunSoft** **\$40/R6**
 Developed by Psygnosis. The classic Psygnosis puzzle game ported

to PC Engine! A "Super CD-ROM" game. Released 11/92.
#SSCD2003.

- Q Linda Cube** **NEC** **\$50/R7**
 A "Super CD-ROM"/Arcade Card hybrid. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HECD5023.
- Q Lode Runner Lost Labyrinth** **Pack-In Video** **\$8/R2**
 Close translation of the original Lode Runner game. English-friendly. Action/Platform/Fixed Screen. HuCard. #PV1004.
- Q Lodoss Tousenki** **Hudson** **\$15/R3**
a.k.a. Record of Lodoss War
 [w/poster/item list] A "CD-ROM"/"Super CD-ROM" hybrid. Role-Playing/Turn-Based RPG. A "CD-ROM" game. #HCD2029.
- Q Lodoss Tousenki II** **Hudson** **\$15/R3**
a.k.a. Record of Lodoss War II
 Packaged with a map. Role-Playing/Turn-Based RPG. A "CD-ROM" game. #HCD4066.
- Q Lodoss Tousenki Taikenban** **Hudson** **\$20/R4**
+ Guidebook
a.k.a. Record of Lodoss War Promo
 A "CD-ROM"/"Super CD-ROM" hybrid. A "Super CD-ROM" game. #HCD4072.
- Q Loom** **Victor** **\$18/R5**
 Developed by LucasFilm Games. Puzzle/Point & Click. A "Super CD-ROM" game. Released 09/92. #JCCD2009.
- Q Lord of Wars** **SystemSoft** **\$10/R3**
 Simulation/Turn-based War/RPG Game. A "CD-ROM" game. Released 11/91. #SACD1001.
- Q Macross 2036** **NCS** **\$65/R6**
 Great horizontal shooter, very similar to Forgotten Worlds. 'A "Super CD-ROM"/"CD-ROM" hybrid. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #NSCD2007.
- Q Macross Eternal Love Song** **NCS** **\$40/R6**
 While not English-friendly, this strategy game is relatively straightforward and accessible for English speaking gamers. Simulation/Turn-based War/RPG Game. A "Super CD-ROM" game. #NSCD2014.
- Q Mad Stalker** **NEC** **\$35/R6**
 Nifty mech action game. English-friendly. Requires the PCE Arcade Card. Action/Platform/Shooter. An "Arcade Card" game. #HECD4009.
- Q Madou Monogatari I** **NEC** **\$70/R8**
 A Puyo Puyo dungeon crawler. So cute! Role-Playing/First-Person RPG. An "Arcade Card" game. #NAPR1047.
- Q Magical Chase** **Unipost** **\$100/R7 +**
 Very rare horizontal cute-em up in the same style as Cotton. English-friendly. Shooter/Horizontal Scrolling. HuCard. #PL91001.
- Q Magical Saurus Tour** **Victor** **\$16/R5**
 A pictorial encyclopedia of dinosaurs in Japanese. Educational/General. A "CD-ROM" game. #JCCD0002.
- Q Magicoal** **NEC** **\$18/R4**
 A "Super CD-ROM" game. Released 10/93. #HECD3002.
- Q Mahjong Clinic Special** **Naxat** **\$18/R4**
 Traditional/Mahjong. A "Super CD-ROM" game. Released 09/93. #NXCD3023.
- Q Mahjong Gakuen Mild** **Face** **\$10/R4**
 Traditional/Mahjong. HuCard. #FAQ2004.

☐	Mahjong Gakuen Touma	Face	\$10/R4	HuCard. #NC90008.
	Shiro Tojo			
	Traditional/Mahjong. HuCard. #FA01003.			
☐	Mahjong Goku Special	SunSoft	\$10/R4	
	Traditional/Mahjong. HuCard. #SS90002.			
☐	Mahjong Haoden Kaiser's Quest	UPL	\$12/R4	
	Traditional/Mahjong. HuCard. #UP03003.			
☐	Mahjong Lemon Angel	Naxat	\$25/R5	
	Traditional/Mahjong. A "Super CD-ROM" game. Released 02/94. #NXCD3028.			
☐	Mahjong on The Beach	NEC	\$25/R5	
	Traditional/Mahjong. A "Super CD-ROM" game. Released 09/93. #NAPR1037.			
☐	Mahjong Shikaka Retsuden	Nichibutsu	\$8/R3	
	Mahjong Wars			
	Traditional/Mahjong. HuCard. #NB01001.			
☐	Mahjong Shin Super Battle	Unknown	\$0/R0	
	Traditional/Mahjong. HuCard. #ZY02001.			
☐	Mahjong Sword Princess Quest Gaiden	Naxat	\$20/R5	
	A "Super CD-ROM"/Arcade Card hybrid. Traditional/Mahjong. A "Super CD-ROM" game. #NXCD4031.			
☐	Maison Ikkoku	Micro Cabin	\$25/R6	
	HuCard. #MC66680.			
☐	Majin Eiyu Wataru	Hudson	\$10/R3	
	a.k.a. Keith Courage in Alpha Zones (US) Role-Playing/Side View Real-Time. HuCard. #HC63012.			
☐	Makai Hakkenden Shada	Data East	\$15/R4	
	HuCard. #DE89002.			
☐	Makai Prince Dorabo-chan	Naxat	\$35/R5	
	Action/Platform/Scrolling Screen. HuCard. #NX90007.			
☐	Makyo Densetsu	Victor	\$10/R3 +	
	a.k.a. Legendary Axe (US) Action/Platform/Hack & Slash. HuCard. #JC63001.			
☐	Makyo Densetsu II	Victor	\$15/R5 +	
	a.k.a. Legendary Axe II (US) Action/Platform/Hack & Slash. HuCard. #JC63007.			
☐	Mami Inoue Kono Hoshi Ni Tatta	Hudson	\$15/R4	
	A "Super CD-ROM" game. #HCD2035.			
☐	Mamono Hunter Youko	NCS	\$15/R3	
	Makai Kara			
	Miscellaneous/Digital Comic. A "CD-ROM" game. ©Masaya. #NSCD2011.			
☐	Mamono Hunter Youko Tooki Yobigoe	NCS	\$15/R3	
	Fairly straightforward digital comic, almost playable by non-Japanese speakers. Almost. Miscellaneous/Digital Comic. A "Super CD-ROM" game. ©Masaya. #NSCD2016.			
☐	Manhole, The	SunSoft	\$25/R6	
	Puzzle/Point & Click. A "CD-ROM" game. #SSCD0001.			
☐	Maniac Pro Wrestling	Hudson	\$15/R3	
	Fighting/Wrestling. HuCard. #HC89025.			
☐	Marchen Maze	Namco	\$18/R5	
☐	Martial Champions	Konami	\$10/R3	
	English-friendly. Fighting/Tournament Style. A "Super CD-ROM" game. #KMCD3006.			
☐	Master of Monsters	Micro Cabin	\$20/R4	
	A nice version of this classic strategy game, with cool animations for the monsters. Simulation/Turn-Based War/RPG Game. A "CD-ROM" game. Released 02/91. #MCCD0002.			
☐	Mateki Densetsu Astralius	IGS	\$20/R4	
	Role-Playing/Turn-Based RPG. A "CD-ROM" game. #AICD0001.			
☐	Megami Paradise	NEC	\$25/R6	
	A "Super CD-ROM" game. Released 09/94. #HECD4008.			
☐	Mesopotamia	Asmik	\$30/R5	
	a.k.a. Somer Assault (US) English-friendly. Shooter/360 Degrees. HuCard. #AT03001.			
☐	Metal Angel	Pack-In Video	\$15/R3	
	Miscellaneous/Digital Comic. A "Super CD-ROM" game. Released 09/93. #PVCD3008.			
☐	Metal Angel 2	Pack-In Video	\$25/R4	
	Miscellaneous/Digital Comic. A "Super CD-ROM" game. #PVCD4012.			
☐	Metal Stoker	Face	\$20/R3	
	English-friendly. Shooter/Vertical Scrolling. HuCard. #FA03009.			
☐	Metamor Jupiter	NEC	\$35/R6	
	Fairly difficult to find horizontal shooter, English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. Released 01/93. #HECD2001.			
☐	Might & Magic	NEC	\$15/R4	
	Role-Playing/First-Person RPG. A "CD-ROM" game. #NAPR1022.			
☐	Might & Magic III	Hudson	\$10/R4	
	Role-Playing/First-Person RPG. A "Super CD-ROM" game. #HCD3050.			
☐	Mine Sweeper	Pack-In Video	\$15/R5	
	No this isn't a typo. The Japanese actually got a console version of the Windows game Mine Sweeper! English-friendly. Puzzle/Memory. A "CD-ROM" game. #PVCD2005.			
☐	Mister Heli no Dai Bouken	Irem	\$15/R3	
	Classic little cute helicopter horizontal shooter. English-friendly. Shooter/Horizontal Scrolling. HuCard. #IC01002.			
☐	Mitsubachi Gakuen	Hudson	\$15/R4	
	A "CD-ROM" game. Released 09/90. #HCD0007.			
☐	Mizubaku Dai Bouken	Taito	\$10/R3	
	Action/Platform/Scrolling Screen. HuCard. #TP03020.			
☐	Momo Tarou Densetsu Gaiden	Hudson	\$15/R4	
	Role-Playing/Turn-Based RPG. HuCard. #HC92060.			
☐	Momo Tarou Densetsu II	Hudson	\$10/R3	
	HuCard. #HC90040.			
☐	Momo Tarou Densetsu Turbo	Hudson	\$10/R3	
	HuCard. #HC90034.			
☐	Momo Tarou Katsu Geki	Hudson	\$10/R3	
	English-friendly. Action/Platform/Scrolling Screen. HuCard. #HC90031.			
☐	Monbit: Saint Dragon Legend	Hudson	\$15/R3	
	Role-Playing/Turn-Based RPG. A "CD-ROM" game. #HCD1018.			

☐ Monster Lair (Wonderboy III in)	Hudson	\$20/R3	07/93. #HECD3004.	
[w/poster] A shooter based on the Wonder Boy series. English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. #HCD9006.			☐ Neo Generation II	
☐ Monster Maker	NEC	\$15/R3	Riverhill Soft \$25/R5	
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #NAPR1026.			A "Super CD-ROM"/Arcade Card hybrid. Miscellaneous/Digital Comic. A "Super CD-ROM" game. #RHCD4009.	
☐ Monster Pro Wrestling	ASK Kodansha	\$10/R4	☐ Neo Nectaris	Hudson \$35/R6
Fighting/Wrestling. HuCard. #AK91002.			While not English-friendly, this great strategy game plays EXACTLY like Military Madness, making it accessible for English speaking gamers. Simulation/Turn-based War/RPG Game. A "Super CD-ROM" game. Released 07/94. #HCD4062.	
☐ Moonlight Lady	NEC	\$40/R7	☐ Neutopia	Hudson \$10/R3
A "Super CD-ROM" game. Released 03/93. #HECD3003.			Role-Playing/Third-Person Real-Time. HuCard. #HC89022.	
☐ Morita Shogi PC a.k.a. Archon	NEC	\$5/R2	☐ Neutopia II	Hudson \$25/R5 +
Traditional/Board Game. HuCard. #NAPH1021.			Role-Playing/Third-Person Real-Time. HuCard. #HC91047.	
☐ Moto Roader	NCS	\$40/R7	☐ New Zealand Story, The	Taito \$25/R5
Racing/Combat/Demolition. HuCard. #NCS89002.			Based on the 1988 Taito coin-op. English-friendly. Action/Platform/Scrolling Screen. HuCard. #TP02007.	
☐ Moto Roader 2	NCS	\$40/R7	☐ Nexzr	Naxat \$65/R7
Racing/Combat/Demolition. HuCard. #NCS91002.			Based on the 1992 Kaneko coin-op. Excellent vertical shooter with a great soundtrack. English-friendly. Shooter/Vertical Scrolling. A "CD-ROM" game. #NXCD2014.	
☐ Motoroad MC	NCS	\$45/R7	☐ NHK Taiga Drama Taiheiki	NHK \$5/R2
Requires Memory Base 128 add on. Racing/Miscellaneous Racing. A "Super CD-ROM" game. #NSCD2015.			Simulation/Turn-based War/RPG Game. HuCard. #NV92001.	
☐ Motteke Tamago (Super PCE Naxat Fan Deluxe Volume 2)	Naxat	\$0/R0	☐ Niko Niko Pun	NHK \$10/R3
A "Super CD-ROM" game. #NXCD3022.			Action/Platform/Scrolling Screen. HuCard. #NV91001.	
☐ Mystic Formula	Micro Cabin	\$35/R6	☐ Ninja Gaiden	Hudson \$25/R4
English-friendly. Shooter/360 Degrees. A "Super CD-ROM" game. Released 07/93. #MCCD3004.			Based on the 1988 Tecmo coin-op. English-friendly. Action/Platform/Hack & Slash. HuCard. #HC92052.	
☐ Nadia: The Secret Of Blue Water	Hudson	\$15/R4	☐ Ninja Spirit	Irem \$15/R4 +
A "Super CD-ROM" game. #HCD3036.			Based on the 1988 Irem coin-op. English-friendly. Action/Platform/Hack & Slash. HuCard. #IC02004.	
☐ Narazumono Sentou Butai a.k.a. Bloody Wolf (US)	Data East	\$20/R4	☐ Ninja Warriors	Taito \$15/R5
English-friendly. Shooter/360 Degrees. HuCard. #DE89003.			English-friendly. Action/Platform/Hack & Slash. HuCard. #TP01002.	
☐ Naxat Open	Naxat	\$5/R3	☐ Nishimura Kyotaro Myst: Hokutosei no Onna	Naxat \$10/R3
Sports/Golf. HuCard. #NX89001.			A "CD-ROM" game. #NXCD9001.	
☐ Naxat Stadium	Naxat	\$5/R3	☐ Nobunaga no Yabou Bushou	Koei \$15/R4
Sports/Baseball. HuCard. #NX90006.			Simulation/Resource Management. A "Super CD-ROM" game. #K0CD2001.	
☐ Nazo no Mascarade	NCS	\$7/R3	☐ Nobunaga no Yabou Zenkokuban	Koei \$15/R5
HuCard. #NCS90003.			Simulation/Resource Management. A "Super CD-ROM" game. #K0CD3005.	
☐ Necromancer a.k.a. Jaseikin Necromancer	Hudson	\$10/R3	☐ Noriko	Hudson \$8/R4
HuCard. #HC62005.			A "CD-ROM" game. #HCD8001.	
☐ Necros no Yousai	ASK Kodansha	\$8/R3	☐ Obocchama Kun	Namco \$10/R3
HuCard. #AK90001.			Action/Platform/Scrolling Screen. HuCard. #NC91001.	
☐ Nectaris a.k.a. Military Madness (US)	Hudson	\$20/R4 +	☐ Operation Wolf	NEC \$20/R4
Simulation/Turn-based War/RPG Game. HuCard. #HC63016.			Based on the 1987 Taito coin-op. Based on the 1987 Taito coin-op. English-friendly. Shooter/Target Shooting "Gun Games". HuCard. #NAPH1010.	
☐ Nekketsu Legend Baseball	Pack-In Video	\$4/R2	☐ Ordny	Namco \$12/R3
Role-Playing/Turn-based RPG. A "Super CD-ROM" game. #PVCDS013.			Based on the 1988 Namco coin-op. English-friendly. Shooter/Horizontal Scrolling. HuCard. #NC89004.	
☐ Nemurenu Yoru no Chiisana Ohanashi	NEC	\$12/R4	☐ Out Run	NEC \$20/R4
PC Engine Mouse compatible. A "Super CD-ROM" game. Released				

Based on the 1986 Sega coin-op. English-friendly. Racing/Street Racing. HuCard. #NAPH1016.			
☐	Outlive	SunSoft	\$15/R5
HuCard. #SS89001.			
☐	Override	Data East	\$25/R5
English-friendly. Shooter/Vertical Scrolling. HuCard. #DE90006.			
☐	P-47	Aicom	\$20/R4
English-friendly. Shooter/Vertical Scrolling. HuCard. #AC89001.			
☐	Pachiokun 3 Pachisuro & Pachinko	Coconuts	\$6/R4
Traditional/Casino Game. A "Super CD-ROM" game. #CJCD4004.			
☐	Pachiokun Juban Shobu	Coconuts	\$6/R4
Traditional/Pachinko. HuCard. #CJ92002.			
☐	Pachiokun Maboroshi no Densetsu	Coconuts	\$6/R4
Traditional/Pachinko. A "CD-ROM" game. #CJCD1001.			
☐	Pachiokun Warau Uchuu	Coconuts	\$6/R4
Traditional/Pachinko. A "Super CD-ROM" game. Released 12/92. #CJCD2003.			
☐	Pac-Land	Namco	\$10/R3
Based on the 1984 Bally Midway coin-op. Action/Platform/Scrolling Screen. HuCard. #NC64002.			
☐	Paranoia a.k.a. Psychosis (US)	Naxat	\$20/R4
English-friendly. Shooter/Horizontal Scrolling. HuCard. #NX90001.			
☐	Parasol Stars	Taito	\$65/R7 +
Based on the 1990 Taito coin-op. English-friendly. Action/Platform/Fixed Screen. HuCard. #TP03017.			
☐	Parodius a.k.a. Parodius Da!	Konami	\$24/R4
The original comedy shooter from Konami! English-friendly. Shooter/Horizontal Scrolling. HuCard. #KM92003.			
☐	Pastel Lime	Naxat	\$20/R5
Miscellaneous/Digital Comic. A "Super CD-ROM" game. Released 12/92. #NXCD2018.			
☐	PC Denjin a.k.a. Air Zonk (US), Punkic Cyborg	Hudson	\$25/R4 +
English-friendly. Shooter/Horizontal Scrolling. HuCard. #HC92053.			
☐	PC Engine Fan Special CD-ROM Volume 1	Tokuma Shoten	\$7/R5
A "Super CD-ROM" game. #TICD6006.			
☐	PC Engine Hyper Catalog (CD-ROM Capsule)	Hudson	\$7/R5
A "Super CD-ROM" game. #HCD2042.			
☐	PC Engine Hyper Catalog 2	Hudson	\$7/R5
A "Super CD-ROM" game. #HCD3052.			
☐	PC Engine Hyper Catalog 3	Hudson	\$7/R5
A "Super CD-ROM" game. #HCD3055.			
☐	PC Engine Hyper Catalog 4	Hudson	\$7/R5
A "Super CD-ROM" game. #HCD3056.			
☐	PC Engine Hyper Catalog 5	Hudson	\$7/R5
A "Super CD-ROM" game. #SHCD4005.			
☐	PC Engine Hyper Catalog 6: Disc A	Hudson	\$7/R5
A "Super CD-ROM" game. #SHCD4006.			
☐	PC Engine Hyper Catalog 6: Disc B	Hudson	\$7/R5
A "Super CD-ROM" game. #SHCD4007.			
☐	PC Engine Hyper Catalog Summer '94: Disc A	Hudson	\$7/R5
A "Super CD-ROM" game. #SHCD4008.			
☐	PC Engine Hyper Catalog Summer '94: Disc B	Hudson	\$7/R5
A "Super CD-ROM" game. #SHCD4009.			
☐	PC Engine Kabuki Den Demo	Hudson	\$10/R5
A "Super CD-ROM" game. #HCD3053.			
☐	PC Genjin a.k.a. Bonk's Adventure (US)	Hudson	\$10/R4
Action/Platform/Scrolling Screen. HuCard. #HC89024.			
☐	PC Genjin 2 a.k.a. Bonk's Revenge (US)	Hudson	\$15/R4 +
English-friendly. Action/Platform/Scrolling Screen. HuCard. #HC91043.			
☐	PC Genjin 3 a.k.a. Bonk 3: Bonk's Big Adventure (US)	Hudson	\$40/R6
Action/Platform/Scrolling Screen. HuCard. #HC93063.			
☐	Photograph Boy	Irem	\$75/R7
A photo-taking game, and one of the rarest regular HuCard releases for the PC Engine. HuCard. #IC04007.			
☐	Police Connection	Telenet	\$20/R5
A "Super CD-ROM" game. Released 02/93. #TJCD3036.			
☐	Pomping World a.k.a. Buster Bros. (US)	Hudson	\$15/R3
Based on the 1989 Mitchell coin-op. English-friendly. Action/Platform/Fixed Screen. A "CD-ROM" game. #HCD1019.			
☐	Pop 'n Magic	Telenet	\$21/R6
Action/Platform/Fixed Screen. A "Super CD-ROM" game. #TJCD2027.			
☐	Popful Mail	NEC	\$120/R8
This version of Popful Mail is the rarest around, and varies a good bit from versions for other platforms. A "Super CD-ROM"/Arcade Card hybrid. Action/Platform/Scrolling Screen. A "Super CD-ROM" game. #HCD4011.			
☐	Populous	Hudson	\$8/R2
Simulation/Life Development. HuCard. #HC91041.			
☐	Populous: The Promised Lands	Hudson	\$15/R5
Simulation/Life Development. A "Super CD-ROM" game. #HCD1021.			
☐	Power Drift	Asmik	\$20/R4
Based on the 1988 Sega coin-op. English-friendly. Racing/Rally/Off-Road. HuCard. #AS02002.			
☐	Power Eleven	Hudson	\$10/R3
Sports/Soccer. HuCard. #HC91039.			
☐	Power Gate	Pack-In Video	\$12/R3
English-friendly. Shooter/Horizontal Scrolling. HuCard. #PV1008.			
☐	Power Golf	Hudson	\$10/R3
Sports/Golf. HuCard. #HC89018.			
☐	Power Golf 2 Golfer	Hudson	\$10/R4
Sports/Golf. A "Super CD-ROM" game. #HCD4056.			

☐ Power League	Hudson	\$4/R2	Miscellaneous/Digital Comic. A "Super CD-ROM" game. #DWCD3004.
a.k.a. World Class Baseball (US)			
Sports/Baseball. HuCard. #HC63011.			
☐ Power League 4	Hudson	\$4/R2	
Sports/Baseball. HuCard. #HC91046.			
☐ Power League 5	Hudson	\$4/R2	
Sports/Baseball. HuCard. #HC92057.			
☐ Power League '93	Hudson	\$4/R2	
Sports/Baseball. HuCard. #HC93064.			
☐ Power League II	Hudson	\$4/R2	
Sports/Baseball. HuCard. #HC89020.			
☐ Power League III	Hudson	\$4/R2	
Sports/Baseball. HuCard. #HC90037.			
☐ Power Sports	Hudson	\$4/R2	
a.k.a. World Sports Competition (US)			
Sports/Multi-Sports. HuCard. #HC92058.			
☐ Power Tennis	Hudson	\$15/R3	
Sports/Tennis. HuCard. #HC93062.			
☐ Prince Of Persia	Riverhill Soft	\$5/R2	
Action/Platform/Scrolling Screen. A "Super CD-ROM" game. #RHCD1002.			
☐ Princess Maker	NEC	\$15/R3	
Packaged with a 3-track mini-soundtrack. A "Super CD-ROM" game. #HECD4015.			
☐ Princess Maker 2	NEC	\$24/R5	
A "Super CD-ROM"/Arcade Card hybrid. A "Super CD-ROM" game. #HECD5020.			
☐ Princess Minerva	Riverhill Soft	\$20/R4	
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. Released 03/94. #RHCD4008.			
☐ Private Eye Dol	NEC	\$18/R6	
A "Super CD-ROM"/Arcade Card hybrid. Miscellaneous/Digital Comic. A "Super CD-ROM" game. #HECD5019.			
☐ Pro Baseball World Stadium	Namco	\$5/R2	
Sports/Baseball. HuCard. #NC63001.			
☐ Pro Baseball World Stadium '91	Namco	\$5/R2	
Sports/Baseball. HuCard. #NC91002.			
☐ Pro Tennis World Court	Namco	\$15/R3 +	
a.k.a. World Court Tennis (US)			
English-friendly. Sports/Tennis. HuCard. #NC63004.			
☐ Pro Yakyuu Super '94, The	Intec	\$5/R2	
Sports/Baseball. A "Super CD-ROM" game. #IGCD4008.			
☐ Pro Yakyuu Super, The	Intec	\$5/R2	
Sports/Baseball. A "Super CD-ROM" game. #IGCD2004.			
☐ Pro Yakyuu, The	Intec	\$5/R2	
Sports/Baseball. A "CD-ROM" game. #IGCD0001.			
☐ Psychic Detective Series Volume 3 AYA	Data West	\$15/R3	
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #DWCD2003.			
☐ Psychic Detective Series Volume 4 Orgel	Data West	\$15/R5	
☐ Psychic Storm	Telenet	\$25/R4	
Vertical shooter. In two player mode, the players' ships can combine to form a more powerful ship. English-friendly. Shooter/Vertical Scrolling. A "Super CD-ROM" game. Released 03/92. #TJCD2025.			
☐ Psycho Chaser	Naxat	\$15/R3	
Vertical shooter. English-friendly. Shooter/Vertical Scrolling. HuCard. #NX90003.			
☐ Puyo Puyo 2 Tsuu CD	NEC	\$65/R7	
Based on the 1994 Sega coin-op. English-friendly. Puzzle/Action. A "Super CD-ROM" game. #NIPR1001.			
☐ Puyo Puyo CD	NEC	\$15/R3	
Based on the 1992 Compile coin-op. The classic puzzle game from Compile in all it's kawaii glory! English-friendly. Puzzle/Action. A "Super CD-ROM" game. Released 04/94. #NAPR1038.			
☐ Puzzle Boy	Telenet	\$20/R4	
HuCard. #TJ03001.			
☐ Puzznic	Taito	\$15/R4 +	
Based on the 1989 Taito coin-op. English-friendly. Puzzle/Action. HuCard. #TP02011.			
☐ Quiz Avenue	NEC	\$4/R3	
Puzzle/Trivia/Quiz. A "CD-ROM" game. #NAPR1013.			
☐ Quiz Avenue 2	NEC	\$4/R3	
Puzzle/Trivia/Quiz. A "CD-ROM" game. #NAPR1024.			
☐ Quiz Avenue III	NEC	\$4/R3	
Puzzle/Trivia/Quiz. A "CD-ROM" game. #NAPR1040.			
☐ Quiz Caravan Cult Q	Hudson	\$7/R3	
Puzzle/Trivia/Quiz. A "CD-ROM" game. Released 05/93. #HCD3047.			
☐ Quiz De Gakuensai	Naxat	\$30/R6	
Puzzle/Trivia/Quiz. A "Super CD-ROM" game. Released 11/93. #NXCD3026.			
☐ Quiz Donosama no Yabou	Hudson	\$20/R5	
Puzzle/Trivia/Quiz. A "CD-ROM" game. #HCD2038.			
☐ Quiz Marugoto The World	Atlus	\$5/R3	
Puzzle/Trivia/Quiz. A "CD-ROM" game. #ATCD1001.			
☐ Quiz Marugoto The World 2 Time Machine	Atlus	\$5/R3	
Puzzle/Trivia/Quiz. A "CD-ROM" game. #ATCD2003.			
☐ Quiz no Hoshi	SunSoft	\$45/R7	
Puzzle/Trivia/Quiz. A "Super CD-ROM" game. #SSCD2002.			
☐ Quiz Toko Shashin (Quiz School Photograph)	Hacker Int	\$75/R7	
Puzzle/Trivia/Quiz. HuCard. #T4955754200991.			
☐ Rabio Lepus Special	Video System	\$20/R4	
Cool Irem rabbit-based shooter. Got rabbits? English-friendly. Shooter/Horizontal Scrolling. HuCard. #VS90003.			
☐ Racing Spirits	Irem	\$8/R3	
Motorcycle racing game similar to Hang On. English-friendly. Racing/Motocross/Cycle. HuCard. #IC03006.			
☐ Raiden	Hudson	\$20/R4	
Based on the 1990 Seibu Kaihatsu coin-op. PC Engine port of the well-known arcade game. English-friendly. Shooter/Vertical Scrolling. HuCard. #HC91049.			

- ☐ **Rainbow Islands** **NEC** **\$45/R7**
English-friendly. A "CD-ROM" game. #NAPR1012.
- ☐ **Ranma 1/2** **NCS** **\$20/R3**
A "CD-ROM" game. #NSCD0004.
- ☐ **Ranma 1/2 Part 2** **NCS** **\$20/R3**
Miscellaneous/Digital Comic. A "CD-ROM" game. #NSCD1006.
- ☐ **Ranma Datou, Ganso Musabetsu Kakutou-ryuu!** **NCS** **\$20/R3**
A "Super CD-ROM"/"CD-ROM" hybrid. A "CD-ROM" game. #NSCD2009.
- ☐ **Rastan Saga II** **Taito** **\$10/R3**
Based on the 1989 Taito coin-op. English-friendly. Action/Platform/Hack & Slash. HuCard. #TP02012.
- ☐ **Rayxanber II** **Data West** **\$45/R6**
Considered by many to be the hardest shooter EVER made! If you can get to the level 1 boss, you're doing good. English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. #DWCD1001.
- ☐ **Rayxanber III** **Data West** **\$50/R6**
Painfully difficult sequel to Rayxanber II. The programmers' sadism really shows in these two horizontal shooters. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. Released 06/92. #DWCD2002.
- ☐ **Red Alert** **Telenet** **\$18/R5**
a.k.a. Last Alert (US)
English-friendly. Shooter/360 Degrees. A "CD-ROM" game. #TJCD9004.
- ☐ **Renny Blaster** **NEC** **\$40/R6**
A "Super CD-ROM" game. Released 06/95. #NAPR1044.
- ☐ **Rising Sun** **Victor** **\$10/R3**
a.k.a. Lords of the Rising Sun (US)
A "CD-ROM" game. #JCCD2006.
- ☐ **Road Spirits** **Pack-In Video** **\$20/R5**
Interesting racing game with an pseudo-80's music jukebox. English-friendly. Racing/Street Racing. A "CD-ROM" game. Released 03/91. #PVCD1003.
- ☐ **Rock On** **Big Club** **\$15/R4**
Lackluster horizontal shooter. English-friendly. Shooter/Horizontal Scrolling. HuCard. #BG1004.
- ☐ **Rom Rom Karaoke Volume 1** **NEC** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game. Released 10/89. #HRCD9101.
- ☐ **Rom Rom Karaoke Volume 2** **NEC** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game. Released 10/89. #HRCD9102.
- ☐ **Rom Rom Karaoke Volume 3** **NEC** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game. Released 12/89. #HRCD9103.
- ☐ **Rom Rom Karaoke Volume 4** **NEC** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game. Released 01/90. #HRCD9104.
- ☐ **Rom Rom Karaoke Volume 5** **NEC** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game. Released 04/90.
- ☐ **Rom Rom Stadium** **NCS** **\$5/R3**
English-friendly. Sports/Baseball. A "CD-ROM" game. #NSCD9001.
- ☐ **ROM2 Karaoke 1** **Victor** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game. #JCCD9501.
- ☐ **ROM2 Karaoke 2** **Victor** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game. #JCCD9502.
- ☐ **ROM2 Karaoke 3** **Victor** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game. #JCCD9503.
- ☐ **ROM2 Karaoke 4** **Victor** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game.
- ☐ **ROM2 Karaoke 5** **Victor** **\$5/R2**
Miscellaneous/Rhythm Game. A "CD-ROM" game.
- ☐ **R-Type 1** **Hudson** **\$12/R4**
Based on the 1987 Nintendo coin-op. Not the same as R-Type 1 for the US TG16, the Japanese got R-Type 1 and 2 on two HuCards. We got them both combined as one. English-friendly. Shooter/Horizontal Scrolling. HuCard. #HC63007.
- ☐ **R-Type 2** **Hudson** **\$15/R4**
Based on the 1987 Nintendo coin-op. English-friendly. Shooter/Horizontal Scrolling. HuCard. #HC63009.
- ☐ **R-Type Complete CD** **Irem** **\$45/R4**
Based on the 1987 Nintendo coin-op. R-Type 1 and 2 on one disc with CD music... what more can you ask for? English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. Released 12/91. #ICCD1001.
- ☐ **Ruin** **Victor** **\$18/R4**
Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. #JCCD3013.
- ☐ **Ryukyuu** **Face** **\$10/R4**
Traditional/Card Games. HuCard. #FA02005.
- ☐ **S.C.I.: Special Criminal Investigation** **Taito** **\$20/R4**
Based on the 1989 Taito coin-op. A sequel to Chase HQ (now you've got a gun, ho ho ho). HuCard. Racing/Combat/Destruction. HuCard. #TP03016.
- ☐ **Sadakichi Saban Hideyoshi no Ougon** **Hudson** **\$10/R3**
HuCard. #HC63014.
- ☐ **Saint Dragon** **Aicom** **\$20/R4**
a.k.a. Tenseiryu Saint Dragon
English-friendly. Shooter/Horizontal Scrolling. HuCard. #AC90001.
- ☐ **Salamander** **Konami** **\$20/R4**
Based on the 1986 Konami coin-op. The amazing sequel to Gradius, a classic shooter from Konami! English-friendly. Shooter/Horizontal Scrolling. HuCard. #KM91002.
- ☐ **Sangokushi III** **Koei** **\$15/R4**
Another great entry in the Gradius series. English-friendly. Simulation/Resource Management. A "Super CD-ROM" game. #KOC3003.
- ☐ **Sankokushi Eiketsu Tenka Ni Nozomu** **Naxat** **\$25/R5**
Simulation/Resource Management. A "CD-ROM" game. #NXCD0002.
- ☐ **Seisenshi Denshou Jantaku Nichibutsu no Kisha** **B3D/R6**
Traditional/Mahjong. A "Super CD-ROM" game. #NBCD4005.
- ☐ **Sekikihara** **Tonkin House** **\$10/R3**
Simulation/Turn-based War/RPG Game. HuCard. #TON90002.
- ☐ **Sengoku Kantou Sankokushi** **Intec** **\$15/R4**
Simulation/Resource Management. A "CD-ROM" game. #IGCD1002.

- ☐ **Sengoku Mahjong** **Hudson** **\$5/R3**
Traditional/Mahjong. HuCard. #HC63010.
- ☐ **Sexy Idol Mahjong** **Nichibutsu** **\$10/R3**
Traditional/Mahjong. A "Super CD-ROM" game. Released 12/93. #NBCD3004.
- ☐ **Sexy Idol Mahjong Fashion Monogatari** **Nichibutsu** **\$10/R3**
A "Super CD-ROM"/Arcade Card hybrid. Traditional/Mahjong. A "Super CD-ROM" game. #NBCD4006.
- ☐ **Sexy Idol Mahjong Yakyuken no Uta** **Nichibutsu** **\$10/R3**
Traditional/Mahjong. A "Super CD-ROM" game. #NBCD4007.
- ☐ **Shadow of the Beast** **Victor** **\$15/R4**
English-friendly. Action/Platform/Hack & Slash. A "Super CD-ROM" game. Released 03/92. #JCCD2008.
- ☐ **Shanghai** **Hudson** **\$7/R3**
Traditional/Board Game. HuCard. #HC62004.
- ☐ **Shanghai II** **Hudson** **\$7/R3**
Traditional/Board Game. A "CD-ROM" game. Released 04/90. #HCD0010.
- ☐ **Shanghai III: Dragon's Eye** **ASK Kodansha** **\$15/R5**
English-friendly. Traditional/Board Game. A "CD-ROM" game. #AKCD2002.
- ☐ **Shapeshifter Makai Eiyuu Den** **Victor** **\$10/R3**
a.k.a. Shapeshifter (US)
English-friendly. Role-Playing/Side View Real-Time. A "Super CD-ROM" game. #JCCD2011.
- ☐ **Sherlock Holmes no Tantei Kouza** **Victor** **\$8/R4**
a.k.a. Sherlock Holmes: Consulting Detective
Action/Full-Motion Video. A "CD-ROM" game. #JCCD1004.
- ☐ **Sherlock Holmes no Tantei Kouza 2** **Victor** **\$10/R5**
a.k.a. Sherlock Holmes: Consulting Detective II
Action/Full-Motion Video. A "CD-ROM" game. #JCCD3012.
- ☐ **Shiawase Usagi** **Unknown** **\$75/R7**
Hentai, uncensored. Miscellaneous/Digital Comic. A "Super CD-ROM" game.
- ☐ **Shiawase Usagi II Torawase Usagi Sailor Z** **Unknown** **\$75/R7**
Hentai, uncensored. Miscellaneous/Digital Comic. A "Super CD-ROM" game.
- ☐ **Shin Evil Spirit Legend** **Fujicom** **\$12/R4**
A "Super CD-ROM" game. Released 09/95. #FCCD5003.
- ☐ **Shin Megami Tensei** **Atlus** **\$20/R5**
a.k.a. Persona
Part of the very popular "Revelations" series in Japan, along with games such as Persona, Soul Hackers, and Devil Summoner. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #ATCD3006.
- ☐ **Shinobi** **Asmik** **\$25/R5**
Based on the 1987 Sega coin-op. The classic Sega platformer on the PC Engine. English-friendly. Action/Platform/Hack & Slash. HuCard. #AS01001.
- ☐ **Shinsetsu Shiawase Usagi** **Unknown** **\$65/R7**
Hentai, uncensored. Miscellaneous/Digital Comic. A "Super CD-ROM" game.
- ☐ **Shinsetsu Shiawase Usagi - F Unknown** **\$65/R7**
Hentai, uncensored. Miscellaneous/Digital Comic. A "Super CD-ROM" game.
- ☐ **Shinsetsu Shiawase Usagi 2 Unknown** **\$70/R7**
Hentai, uncensored. Miscellaneous/Digital Comic. A "Super CD-ROM" game.
- ☐ **Shiryu Sensen (War of the Dead)** **Victor** **\$10/R3**
HuCard. #JC63002.
- ☐ **Shogi Database Kiyuiu** **Seta** **\$8/R4**
Traditional/Board Game. A "Super CD-ROM" game. #STCD5001.
- ☐ **Shogi Shodan Ichchokusen** **Home Data** **\$5/R3**
Traditional/Board Game. HuCard. #HD90001.
- ☐ **Shogi Shoshinsha Muyo** **Home Data** **\$5/R3**
Traditional/Board Game. HuCard. #HD91013.
- ☐ **Side Arms - Hyper Dyne** **NEC** **\$15/R4**
Based on the 1986 Capcom coin-op. English-friendly. Shooter/Horizontal Scrolling. HuCard. #H54G1004.
- ☐ **Sidearms Special** **NEC** **\$25/R5**
Includes 'Sidearms B.C.', which is a totally separate game with new levels and weapons in addition to the normal Sidearms game. English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. #HACD9002.
- ☐ **Silent Debuggers** **Data East** **\$50/R7**
Much rarer than the US release, the import version of Silent Debuggers also sports much better cover art. Shooter/First-Person Shooter. HuCard. #DE90004.
- ☐ **Sim Earth: The Living Planet** **Hudson** **\$15/R4**
Simulation/Life Development. A "Super CD-ROM" game. #HCD2040.
- ☐ **Sindibad Chitei no Dai Makyu** **IGS** **\$20/R5**
Role-Playing/Turn-Based RPG. HuCard. #AI02002.
- ☐ **Skweek** **Victor** **\$20/R5**
Puzzle/Action. HuCard. #JC63011.
- ☐ **Slime World** **Micro World** **\$25/R5**
Basically the same game as the Genesis and Lynx releases, but with CD quality sound. English-friendly. Action/Platform/Shooter. A "Super CD-ROM" game. #MWCD2005.
- ☐ **Slot Gambler** **Nichibutsu** **\$8/R3**
Traditional/Casino Game. HuCard. Released 04/95. #NBCD5008.
- ☐ **Snatcher** **Konami** **\$25/R4**
Designed by Hideo Kojima. Excellent digital comic, and one of the few that was ported to the US. Released for Sega CD domestically. Puzzle/Point & Click. A "Super CD-ROM" game. Released 10/92. #KMCD2002.
- ☐ **Snatcher Pilot Disk** **Konami** **\$30/R6**
This "pilot disk" and the one for Policenauts are essentially "extras", kind of like what you'd see on a limited edition DVD. The Snatcher pilot disk contains trailers, character bios, CD audio, an interview with the developers, and a fully playable demo A "Super CD-ROM" game. ©1992 Konami. #KMCD2001.
- ☐ **Sohko Ban World** **Media Rings** **\$18/R4**
a.k.a. Boxyboy (US)
Puzzle/Action. HuCard. #MR90001.
- ☐ **Soi Bianca** **NCS** **\$20/R3**

Role-Playing/Turn-Based RPG. A "CD-ROM" game. #NSCD0002.

- ❑ **Sol: Moonarge** **Irem** **\$45/R7**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game.
#ICCD3004.

- ❑ **Soldier Blade** **Hudson** **\$60/R7**
Really impressive vertical shooter. The final game in the "Soldier" series. English-friendly. Shooter/Vertical Scrolling. HuCard.
#HC92056.

- ❑ **Soldier Blade: Special Edition** **Hudson** **\$200/R9**
Special edition version of game which contained a time-limited "Carnival" game. Originally used at one of the many game festivals put on by Hudson in Japan to promote games for the PC-Engine. Shooter/Vertical Scrolling. HuCard.

- ❑ **Solid Force** **NEC** **\$20/R4**
While not English-friendly, this great strategy game has relatively simple controls, making it accessible for English speaking gamers. Role-Playing/Turn-Based/Tactics-Centric. A "Super CD-ROM" game. Released 03/95. #HECD5018.

- ❑ **Son Son II** **NEC** **\$15/R4**
English-friendly. Action/Platform/Shooter. HuCard. #H54G1003.

- ❑ **Sorcerian** **Victor** **\$25/R5**
A classic action/RPG from Falcom. This game only saw release in the US on the PC unfortunately. Role-Playing/Side View Real-Time. A "Super CD-ROM" game. Released 07/92. #JCCD1005.

- ❑ **Sotsugyuu Graduation** **NEC** **\$18/R4**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #NAPR1036.

- ❑ **Space Battleship Yamato** **Human** **\$30/R6**
Based on the cartoon Starblazers in the US. A "Super CD-ROM" game. #HMCD2004.

- ❑ **Space Harrier** **NEC** **\$10/R3**
Based on the 1985 Sega coin-op. Based on the 1985 Sega coin-op. Space Harrier is a decent port of the arcade game. English-friendly. Shooter/Third-Person Shooter. HuCard. #H67G1002.

- ❑ **Space Invaders** **NEC** **\$13/R4**
Based on the 1978 Taito coin-op. Original arcade game designed by Toshihiro Nishikado. The classic game with a couple of new backgrounds and some intriguing new modes. English-friendly. Shooter/Fixed-Screen. A "Super CD-ROM" game. #NAPR1050.

- ❑ **Space Invaders Fukkatsu no Taito Hi** **Taito** **\$25/R5**
a.k.a. Space Invaders: Rebirth
Based on the 1978 Taito coin-op. It's Space Invaders...with a pretty cover. English-friendly. Shooter/Fixed-Screen. HuCard. #TP02008.

- ❑ **Spin Pair** **Media Rings** **\$12/R4**
Puzzle/Action. HuCard. #MR90002.

- ❑ **Spiral Wave** **Media Rings** **\$10/R3**
Role-Playing/Turn-Based RPG. HuCard. #MR91004.

- ❑ **Splash Lake** **NEC** **\$10/R3**
English-friendly. Puzzle/Logic. A "CD-ROM" game. Released 06/91. #NAPR1020.

- ❑ **Splatterhouse** **Namco** **\$25/R4**
Based on the 1988 Namco coin-op. More gory than it's US counterpart, the Japanese version features a white mask instead of a red one, and the cinemas and religions icons were left intact in this version. English-friendly. Action/Platform/Hack & Slash. HuCard. #NC90002.

- ❑ **Spriggan** **Naxat** **\$40/R6**

Excellent vertical shooter. Part of the Aleste series. English-friendly. Shooter/Vertical Scrolling. A "CD-ROM" game. #NXCD1004.

- ❑ **Spriggan Mark 2: Re Terraform Project** **Naxat** **\$60/R7 +**

Excellent shooter but lots of dialogue. Part of the Aleste series. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #NXCD2008.

- ❑ **Star Breaker** **Ray Force** **\$35/R7**

Science Fiction RPG. They're few and far between even in Japan, but a few like Star Breaker do exist. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #RFC4002.

- ❑ **Star Mobile** **Naxat** **\$10/R4**
English-friendly. A "CD-ROM" game. #NXCD2013.

- ❑ **Star Parodia** **Hudson** **\$35/R6**
Awesome parody shooter by Hudson, where you fly Bomberman, a PC Engine, or a little Star Soldier spaceship. Very funny and well-made. English-friendly. Shooter/Vertical Scrolling. A "Super CD-ROM" game. #HCD2024.

- ❑ **Startling Odyssey** **Ray Force** **\$50/R7**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. Released 10/93. #RFC43001.

- ❑ **Startling Odyssey II** **Ray Force** **\$30/R5**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. Released 10/94. #RFC44003.

- ❑ **Steam Hearts** **TGL** **\$150/R8**
Hentai shooter. Many of the cut scenes are quite sexually graphic, and this is a hotly desired shooter for PC Engine fans. Shooter/Vertical Scrolling. A "Super CD-ROM" game. #GLCD6002.

- ❑ **Stratego** **Victor** **\$15/R5**
Based on the classic board game, if you know the rules to the board game, this should be easy for you to play, though it is not English friendly. Traditional/Board Game. HuCard. #JC63012.

- ❑ **Street Fighter II Champion Edition** **NEC** **\$20/R4**
One of the better incarnations of Street Fighter II: CE. Avenue 6 pad compatible. English-friendly. Fighting/Tournament Style. HuCard. #HE93002.

- ❑ **Strider** **NEC** **\$40/R6**
Based on the 1989 Capcom coin-op. A well-done Arcade CD version of Strider. You too can now make graceful arcing jumps with a David Bowie look-alike! English-friendly. Action/Platform/Hack & Slash. An "Arcade Card" game. #NAPR1041.

- ❑ **Strip Fighter II** **Hacker Int** **\$60/R7 -**
Very funny all-girl naughty fighting game based on the Street Fighter series. There's a hilarious topless chest attack by one of the girls which should give you an idea of what you're getting into with this one. Hentai, uncensored. English-friendly. Fighting/Tournament Style. HuCard. #T4955754200984.

- ❑ **Sugoroku '92 Nari Tore Nariagari Trendy** **Telenet** **\$10/R3**
A "CD-ROM" game. #TJCD1021.

- ❑ **Summer Carnival '93: Nexxr Special** **Naxat** **\$50/R6**
This was another of the Summer Carnival special releases. The CD Summer Carnival shooters are the easiest to find, but still command hefty values. Conveniently, the complete original Nexxr is hidden on the Summer Carnival disc. English-friendly. Shooter/Vertical Scrolling. A "Super CD-ROM" game. #NXCD3021.

- Super Albatross** Telenet \$5/R3
English-friendly. Sports/Golf. A "CD-ROM" game. Released 09/89. #TJCD9002.
- Super CD-ROM2 RPG Sampler** Hudson \$15/R5
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HCD1027.
- Super Daisenryaku** Micro Cabin \$15/R4
World War II strategy simulation. The Daisenryaku series spans several systems in Japan. Simulation/Turn-based War/RPG game. A "CD-ROM" game. #MCCD0001.
- Super Darius** NEC \$25/R4
A staple horizontal shooter, Super Darius is filled with the monstrous robot fish we all know and love. English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. Released 03/90. #HACD0003.
- Super Darius II** NEC \$50/R6
Rarer sequel to Super Darius. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #NAPR1031.
- Super Mahjong Taikai** Koei \$20/R4
Traditional/Mahjong. A "Super CD-ROM" game. Released 12/92. #KCCD2002.
- Super Metal Crusher** Pack-In Video \$15/R4
HuCard. #PV1007.
- Super Momo Tarou Densetsu** Hudson \$10/R3
HuCard. #HC89021.
- Super Momo Tarou Densetsu II** Hudson \$10/R3
HuCard. #HC91050.
- Super Raiden** Hudson \$30/R5
Excellent CD remake of the classic Raiden game. English-friendly. Shooter/Vertical Scrolling. A "Super CD-ROM" game. #HCD2023.
- Super Real Mahjong P II & III Custom** Naxat \$18/R5
A "Super CD-ROM"/Arcade Card hybrid. Traditional/Mahjong. A "Super CD-ROM" game. #NXCD4030.
- Super Real Mahjong P IV Custom** Naxat \$20/R5
Traditional/Mahjong. A "Super CD-ROM" game. Released 12/93. #NXCD3027.
- Super Real Mahjong P V Custom** Naxat \$25/R5
A "Super CD-ROM"/Arcade Card hybrid. Traditional/Mahjong. A "Super CD-ROM" game. #NXCD5032.
- Super Real Mahjong Special** Naxat \$20/R3
Traditional/Mahjong. A "Super CD-ROM" game. Released 12/92. #NXCD2016.
- Super Schwartzschild** Kogado \$18/R4
Complex space-based strategy game. Very heavy Japanese text. Simulation/Turn-based War/RPG game. A "CD-ROM" game. #KSCD1002.
- Super Schwartzschild 2** Kogado \$20/R4
Very similar to the first game, Super Schwartzschild 2 is also heavy text and quite complex. Simulation/Turn-based War/RPG game. A "Super CD-ROM" game. #KSCD2003.
- Super Star Soldier** Hudson \$25/R4
Vertical shooter, the second game in the "Soldier" series. Shooter/Vertical Scrolling. HuCard. #HE1097.
- Super Volleyball** Video System \$10/R3
Based on the 1989 Video System coin-op. Sports/Volleyball. HuCard. #VS90002.
- Susano O Densetsu** Hudson \$20/R4
HuCard. #HC89017.
- Sword Master** Right Stuff \$20/R5
Role-Playing/Turn-Based/Battle-Centric. A "Super CD-ROM" game. Released 11/93. #RSCD3003.
- Sylphia** Tonkin House \$100/R8 +
Fantasy vertical shooter with excellent graphics. Very hard to come by, and watch out for the topless boss! English-friendly. Shooter/Vertical Scrolling. A "Super CD-ROM" game. Released 10/93. #THCD3001.
- Tadaima Yusha Boshuuchuu** Human \$20/R5
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HMC3006.
- Taiheiki** Intec \$15/R4
Simulation/Resource Management. A "CD-ROM" game. #IGCD1003.
- Takahashi Meijin no Shin Boken Jima (NAI)** Hudson \$20/R4
a.k.a. Adventure Island (US)
English-friendly. Action/Platform/Scrolling Screen. HuCard. #HC92055.
- Takeda Shingen** Aicom \$15/R4
Based on the 1988 Jaleco coin-op. English-friendly. Action/Platform/Hack & Slash. HuCard. #AC89002.
- Tanjo Debut** NEC \$20/R4
A "Super CD-ROM"/Arcade Card hybrid. Simulation/Life Development. A "Super CD-ROM" game. #NAPR1043.
- Tatsujin** Taito \$50/R7 +
a.k.a. Truxton (US)
Developed by Toaplan. Based on the 1988 Toaplan coin-op. Well-known Toaplan vertical shooter. English-friendly. Shooter/Vertical Scrolling. HuCard. #TP4022.
- Tatsunoko Fighter** Tonkin House \$12/R3
Action/Platform/Scrolling Screen. HuCard. #TON89001.
- Tecmo World Cup Super Soccer** Media Rings \$5/R2
Sports/Soccer. A "Super CD-ROM" game. #MRCD2001.
- Tekipaki Working Love** NEC \$15/R4
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #HECD6026.
- Tenchi Muyoi! Battle In Olsen** NEC \$18/R4
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #NAPR1048.
- Tenchi Wo Kurau** NEC \$45/R7 +
a.k.a. Dynasty Wars, To Eat Angels
Amazing horseback beat-em up. Precursor to Warriors of Fate (Tenchi Wo Kurau 2) for Saturn. English-friendly. Action/Platform/Hack & Slash. A "Super CD-ROM" game. #NAPR1030.
- Tenpei Makyu II: Manji Maru** Hudson \$20/R5
a.k.a. Far East of Eden: Maru
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HCD1022.
- Tenpei Makyu: Kabuki Den** Hudson \$10/R3
a.k.a. Far East of Eden: Kabuki Den

Wacky Hudson RPG. An English walk-thru exists for this game. Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HCD3046.

- ☐ **Tengei Makyu: Ziria** **Hudson** **\$25/R6**
a.k.a. **Far East of Eden: Ziria**
Demo version. Role-Playing/Turn-Based RPG. A "CD-ROM" game. #HCD9005.
- ☐ **Tengei Makyu: Ziria** **Hudson** **\$25/R6**
a.k.a. **Far East of Eden: Ziria**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #HCD2037.
- ☐ **Tenshi no Uta** **Telenet** **\$20/R4**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. Released 10/91. #TJCD1018.
- ☐ **Tenshi no Uta II** **Telenet** **\$17/R4**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #TJCD3033.
- ☐ **Terra Cresta II** **Nichibutsu** **\$90/R7**
English-friendly. Shooter/Vertical Scrolling. HuCard. #NB92006.
- ☐ **Terraforming** **Right Stuff** **\$35/R5**
Made by the famed Syd Mead, Terraforming is a very organic looking horizontal shooter. A "Super CD-ROM"/"CD-ROM" hybrid. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #RSCD2001.
- ☐ **Thunder Blade** **NEC** **\$15/R4**
Shooter/Vertical Scrolling. HuCard. #NAPH1015.
- ☐ **Time Cruise II** **Face** **\$15/R4 +**
a.k.a. **Time Cruise (US)**
English-friendly. Traditional/Video Pinball. HuCard. #FA03010.
- ☐ **Titan** **Naxat** **\$10/R3**
English-friendly. Puzzle/Action. HuCard. #NX91001.
- ☐ **Toilet Kids** **Media Rings** **\$30/R6**
A "poopy" shooter. Vertical shooter in the characteristic bizarre Japanese humor style with lots of bathroom humor. English-friendly. Shooter/Vertical Scrolling. HuCard. #MR92005.
- ☐ **Tokimeki Memorial** **Konami** **\$25/R6**
Puzzle/Point & Click. A "Super CD-ROM" game. Released 05/94. #KMCD4007.
- ☐ **Tora E no Michi** **Victor** **\$15/R4**
a.k.a. **Tiger Road (US)**
Action/Platform/Hack & Slash. HuCard. #JC63004.
- ☐ **Tower of Druga, The** **Namco** **\$15/R5**
Based on the 1984 Namco coin-op. Action/Maze Collect. HuCard. #NC92003.
- ☐ **Toy Shop Boys** **Victor** **\$15/R3**
English-friendly. Shooter/Vertical Scrolling. HuCard. #JC63009.
- ☐ **Travel Epuru** **Telenet** **\$10/R4**
English-friendly. A "Super CD-ROM" game. #TJCD2030.
- ☐ **Travellers! Densetsu Wo Batsu Toba Se** **Victor** **\$25/R6**
Role-Playing/Turn-Based RPG. A "Super CD-ROM" game. #JCCD4015.
- ☐ **Tricky** **IGS** **\$15/R4**
a.k.a. **Tricky Kick (US)**
Puzzle/Action. HuCard. #A103004.
- ☐ **Tsuppari Ozuma Heiseiban** **Naxat** **\$12/R4**

Fighting/Wrestling. HuCard. #NX92002.

- ☐ **Tsuru Teru Hito No Jitsen** **Intec** **\$10/R5**
Siyu Siki Bai
HuCard. #1G89001.
- ☐ **TV Show, The** **Right Stuff** **\$100/R9**
Puzzle/Action. A "Super CD-ROM" game. #RSCD4005.
- ☐ **TV Sports Basketball** **Victor** **\$5/R2**
Sports/Basketball. HuCard. #JC63014.
- ☐ **TV Sports Football** **Victor** **\$5/R2**
Sports/Football. HuCard. #JC63008.
- ☐ **TV Sports Hockey** **Victor** **\$5/R2**
Sports/Hockey. HuCard. #JC63013.
- ☐ **Ultrabox 2 Go** **Victor** **\$20/R5**
A "CD-ROM" game. #JCCD0602.
- ☐ **Ultrabox 3 Go** **Victor** **\$20/R5**
A "CD-ROM" game. #JCCD0603.
- ☐ **Ultrabox 4 Go** **Victor** **\$20/R5**
A "CD-ROM" game. #JCCD1604.
- ☐ **Ultrabox 5 Go** **Victor** **\$20/R5**
A "CD-ROM" game. #JCCD1605.
- ☐ **Ultrabox 6 Go** **Victor** **\$20/R5**
A "CD-ROM" game. #JCCD2006.
- ☐ **Ultrabox Sohkan Go** **Victor** **\$20/R5**
A "CD-ROM" game. #JCCD0601.
- ☐ **Urusei Yatsura: Stay With You** **Hudson** **\$15/R4**
Miscellaneous/Digital Comic. A "CD-ROM" game. #HCD0011/12.
- ☐ **Urusei Yatsura: Stay With You with CD-ROM** **Hudson** **\$25/R6**
A special version of Urusei Yatsura, this came in a double jewel case with a PC CD-ROM. Much harder to find. Miscellaneous/Digital Comic. A "CD-ROM" game.
- ☐ **USA Pro Basketball** **Aicom** **\$5/R2**
a.k.a. **Takin' It to the Hoop (US)**
Sports/Basketball. HuCard. #AC89003.
- ☐ **Valis II** **Telenet** **\$25/R5**
English-friendly. Action/Platform/Hack & Slash. A "CD-ROM" game. #TJCD9001.
- ☐ **Valis III** **Telenet** **\$25/R5**
English-friendly. Action/Platform/Hack & Slash. A "CD-ROM" game. #TJCD0009.
- ☐ **Valis IV** **Telenet** **\$25/R5**
English-friendly. Action/Platform/Hack & Slash. A "CD-ROM" game. #TJCD1017.
- ☐ **Valis Visual Collection** **Telenet** **\$65/R7**
Educational/Art. A "CD-ROM" game. Released 02/93. #TJCD3035.
- ☐ **Valis: Legend of a Fantasm Solider** **Telenet** **\$50/R7**
a.k.a. **Mugen Senshi Valis**
This game was ported the Sega Genesis in the US. While they kept basically the same cinematics (but no voice overs in the US one), the actual gameplay and levels are very different than in the US Genesis version. English-friendly. Action/Platform/Hack & Slash. A "Super CD-ROM" game. #TJCD2023.

- ☐ **Valkyrie no Densetsu** **Namco** **\$18/R5**
a.k.a. **Legend of Valkyrie**
Based on the 1989 Namco coin-op. English-friendly. Shooter/360 Degrees. HuCard. #NC90006.
- ☐ **Vanilla Syndrome** **Nichibutsu** **\$20/R5**
A "CD-ROM"/"Super CD-ROM" hybrid. Traditional/Mahjong. A "CD-ROM" game. #NBCD1001.
- ☐ **Vasteel** **Human** **\$15/R4**
Simulation/Turn-Based War/RPG Game. A "CD-ROM" game. Released 12/90. #HMCDD0001.
- ☐ **Vasteel 2** **Human** **\$20/R5**
While not strictly English-friendly, this game can be played by non-Japanese speakers with a little work. Gameplay is similar to the first Vasteel, so it's fun even if you can't read it! A "Super CD-ROM"/Arcade Card hybrid. Simulation/Turn-Based War/RPG Game. A "Super CD-ROM" game. #HMCDD4007.
- ☐ **Veigues Tactical Gladiator** **Victor** **\$5/R2**
English-friendly. Shooter/Horizontal Scrolling. HuCard. #JC63005.
- ☐ **Victory Run** **Hudson** **\$5/R2**
Racing/Street Racing. HuCard. #HC62003.
- ☐ **Vigilante** **Irem** **\$10/R3**
Based on the 1988 Irem coin-op. English-friendly. Fighting/Side-Scrolling. HuCard. #IC63001.
- ☐ **Violent Soldier** **IGS** **\$25/R4**
a.k.a. **Sinistron (US)**
English-friendly. Shooter/Horizontal Scrolling. HuCard. #AI02005.
- ☐ **Virgin Dream** **Tokuma Shoten** **\$15/R3**
A "Super CD-ROM" game. Released 05/96. #TICD6004.
- ☐ **Volfiev** **Taito** **\$15/R3**
An update to the Taito arcade classic "Qix". English-friendly. Puzzle/Action. HuCard. #TP01005.
- ☐ **Wai Wai Mahjong** **Video System** **\$8/R3**
Traditional/Mahjong. HuCard. #VS89001.
- ☐ **Wallaby** **NCS** **\$15/R3**
English-friendly. Racing/Miscellaneous Racing. HuCard. #NCS90005.
- ☐ **Where in the World Is Carmen Sandiego?** **Pack-In Video** **\$12/R4**
A port of the classic edutainment game which also spawned a cartoon and live action TV series in the US. English-friendly. Puzzle/Point & Click. A "CD-ROM" game. Released 03/90. #PVCDD001.
- ☐ **Winds Of Thunder** **Hudson** **\$30/R4**
a.k.a. **Lords of Thunder (US)**
"Windier" Japanese version of Lords of Thunder. English-friendly. Shooter/Horizontal Scrolling. A "Super CD-ROM" game. #HCD3039.
- ☐ **Winning Shot** **Data East** **\$10/R3**
Sports/Golf. HuCard. #DE64001.
- ☐ **Wizardry I & II** **Naxat** **\$25/R5**
Role-Playing/First-Person RPG. A "Super CD-ROM" game. #NXCD3020.
- ☐ **Wizardry III & IV** **Naxat** **\$20/R4**
Role-Playing/First-Person RPG. A "Super CD-ROM" game. #NXCD4029.
- ☐ **Wizardry V: Heart of the Maelstrom** **Naxat** **\$20/R4**
Role-Playing/First-Person RPG. A "Super CD-ROM" game.
- #NXCD2011.
- ☐ **Wonder Momo** **Namco** **\$10/R3**
Based on the 1987 Namco coin-op. English-friendly. Action/Platform/Scrolling Screen. HuCard. #NC64001.
- ☐ **World Beach Volleyball** **IGS** **\$10/R4**
a.k.a. **Sonic Spike (US)**
Sports/Volleyball. HuCard. #AI02003.
- ☐ **World Circuit** **Namco** **\$10/R3**
Racing/F1/Indy/Stock Cars. HuCard. #NC91004.
- ☐ **World Heroes 2** **Hudson** **\$40/R5**
Based on the 1983 ADK coin-op. Arcade card port of the classic SNK fighter. English-friendly. Fighting/Tournament Style. An "Arcade Card" game. #HCD4063.
- ☐ **World Jockey** **Namco** **\$10/R3**
Traditional/Horse Racing. HuCard. #NC91003.
- ☐ **Wrestling Angels Double Impact** **NEC** **\$40/R6**
A "Super CD-ROM"/Arcade Card hybrid. Fighting/Wrestling. A "Super CD-ROM" game. #HECD4012.
- ☐ **Xak I & II** **Telenet** **\$25/R4**
Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. #TJCD2032.
- ☐ **Xak III: The Eternal Recurrence** **NEC** **\$30/R5**
Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. #HECD4013.
- ☐ **Xevious** **Namco** **\$15/R3**
Based on the 1982 Atari coin-op. Original arcade game designed by Masanobu Endoh. English-friendly. Shooter/Vertical Scrolling. HuCard. #NC90004.
- ☐ **Yamamura Misa Suspense: Kinsan** **Naxat** **\$15/R3**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #NXCD2006.
- ☐ **Yami no Ketsuzoku Harukanaru Kioku** **Naxat** **\$30/R6**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #NXCD3024.
- ☐ **Yawara!** **Sofix** **\$10/R3**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #SXCD2001.
- ☐ **Yawara! 2** **Sofix** **\$15/R4**
Miscellaneous/Digital Comic. A "Super CD-ROM" game. #SXCD4002.
- ☐ **Yokoyama Kouki Shin Sankokushi** **Naxat** **\$23/R5**
Simulation/Resource Management. A "CD-ROM" game. Released 11/92. #NXCD2009.
- ☐ **Youkai Dochuki** **Namco** **\$10/R3**
a.k.a. **Ghost Travel Story**
English-friendly. HuCard. #NC62001.
- ☐ **Y's Book I & II (CD)** **Hudson** **\$35/R6 +**
Unlike the US version, the Japanese Y's Book I & II is much harder to find, as it was not a pack-in title. Role-Playing/Third-Person Real-Time. A "CD-ROM" game. #HCD9009.
- ☐ **Y's III: Wanderers From Y's** **Hudson** **\$15/R4 +**
Role-Playing/Side View Real-Time. A "CD-ROM" game. #HCD0015.
- ☐ **Ys IV: The Dawn Of Ys** **Hudson** **\$50/R6**
The fourth installment in the Y's saga, and the first to be released

only in Japan. Unfortunate, as this is a very good chapter. Some translations and walkthroughs exist for this title. Role-Playing/Third-Person Real-Time. A "Super CD-ROM" game. HCD3051.

- ☐ **Yu Yu Hakusho Banpresto \$25/R4**
Unique shooting style game based on the Yu Yu Hakusho anime. English-friendly. Shooter/Target Shooting "Gun Games". A "Super CD-ROM" game. #BACD3001.
- ☐ **Yuu Yuu Jinsei Hudson \$10/R3**
a.k.a. **Victory Life**
HuCard. #HC63008.
- ☐ **Zan Youen no Jidai Taito \$15/R3**
A "CD-ROM" game. Released 12/91. ©Wolf Team. #TPCD1001.
- ☐ **Zero 4 Champ Media Rings \$12/R4**
Racing/Street Racing. HuCard. #MR91003.
- ☐ **Zero 4 Champ II Media Rings \$18/R4**
Racing/Street Racing. A "Super CD-ROM" game. #MRCD2002.
- ☐ **Zero Wing Naxat \$35/R5**
Based on the 1989 Toaplan coin-op. Classic "All your base are belong to us!" shooter action here! English-friendly. Shooter/Horizontal Scrolling. A "CD-ROM" game. Released 09/92. #NXCD1003.
- ☐ **Zipang Pack-In Video \$15/R4 +**
English-friendly. Puzzle/Action. HuCard. #PV1005.
Total # of items for this section: **712**

HOMEBREW GAMES

- ☐ **Bikini Girls Excite \$50/R8**
Excite Software Corp. was based out of Texas, and their other two releases are US-based titles, though they seem to have been sold primarily to Japan. Packaged with a jewel case only (no cardboard box), and this one has the particularly outrageous price of \$149.95 printed on it's cover! A "CD-ROM" game.
- ☐ **Hawaiian Island Girls Excite \$50/R8**
Packaged with a jewel case only (no cardboard box). A "CD-ROM" game.
- ☐ **Implode MindRec \$20/R2**
Pulled together by a talented team of longtime Turbo enthusiasts, Implode plays a bit like a "reverse" version of Baku Baku (the blocks appear from the bottom of the screen) and is a highly addictive puzzle game. The CD also includes mini-games "Hump Ball" and "Crash", the latter of which is a translation of the arcade game "Head On" where you have to collect the dots in a racetrack that allows you to shift lanes at strategic points while the enemy is working in the opposite direction. This is an impressive first release for MindRec, right down to the packaging. There's just no way to tell that this was released years after the system was discontinued. LANDMARK: This was the very first "homebrew" game for the TurboGrafx-16 CD system (and TurboDuo). EASTER EGGS: a) Options Menu: At the title screen for Implode, press Select to get into the Options menu. You can control many different aspects of the game (and your options are saved to BRAM, so they will persist). b) Bomb Title Screen: (this is visual only, it does nothing to alter the game) After selecting Implode for the game load menu, press and hold the I button. When the MindRec logo starts to fade, release the button and rather than blocks, you will have bombs on the title screen.

c) Bonus Animations, Super System Card Needed animation: After the game menu has loaded, but before the game names show up on screen, press and hold I + II + Up.
d) Bonus Animation, Orbit v2 Demo: After the game menu has loaded, but before the game names show up on screen, press and hold I + II + Down. (Please note that 'adult' image in the downloadable version of this demo has been removed for the CD release). Released 07/02.

- ☐ **Local Girls Of Hawaii, The Excite \$50/R8**
Essentially a slide show of Hawaiian beauties in various skimpy attire. The CD cover is printed priced at \$89.95! Packaged with a jewel case only (no cardboard box). A "CD-ROM" game.
Total # of items for this section: **4**

PROTOTYPES AND ONE OF A KINDS

- ☐ **Famicom 5-in-1 Image \$0/R10**
A "hacker" game from Finland that contained perfect translations of 5 Famicom games: Super Mario Bros., Kung Fu, Ice Climber, Donkey Kong 3 and Pro Wrestling.
- ☐ **Mega Collection Image \$0/R10**
Another "hacker" game from Finland, this time a collection of 15 Vic-20 games: Chess II (Sargon II), Choplifter, Gridrunner, Jelly Monsters, Money Wars, Mutant Herd, Omega Race, Poker, Radar Rat Race, Sea Wolf, Shamus, Submarine Commander, Super Lander, Super Slot and Star Battle.
- ☐ **Off the Wall Tengen \$0/R10**
Based on the 1991 Atari Games coin-op. A single copy of this nearly complete title from Tengen (the home division of Atari Games) surfaced on the Turbo Mailing List.
Total # of items for this section: **3**

HARDWARE AND PERIPHERALS

- ☐ **Arcade Card Duo NEC \$30/R3**
The Arcade Card + Game Converter allows TurboDuo and PC Engine Duo owners to play "Arcade Card" CD games (not many were released). Upgrades memory to 2MB. Not compatible with the TurboDuo without a converter. Released 03/94. #PCE-AC1.
- ☐ **Arcade Card Pro NEC \$50/R5**
The Arcade Card Pro + CD module + Game Converter allows TG-16 owners and PC-Engine + CD-ROM Expansion Module owners to play "Arcade Card" CD games (primarily SNK fighting game ports). Upgrades memory to 2MB. Not compatible with the TG16 CD system without a converter. #PCE-AC2.
- ☐ **Console, CoreGrafx NEC \$100/R6**
Released three years after the PC Engine system, the CoreGrafx is essentially the exact same unit but with dark gray plastic instead of white, and A/V out instead of RF. Released 12/89.
- ☐ **Console, CoreGrafx II NEC \$125/R7**
Identical to the PC-Engine CoreGrafx, was released at a lower price and color-coordinated to match the new Super CD-ROM expansion module. Released in Japan only. Released 06/91. #PI-TG7.
- ☐ **Console, PC Boy Unknown \$300/R9**
PAL system that turned up in Australia; looks very similar to the PC

Engine Shuttle, and identical in terms of only being able to play HuCard titles. Appears to have been packed with a pirate 4-in-1 HuCard (containing Columns and R-Type, along with 2 other titles).

Console, PC Engine NEC \$85/R5

The original machine that kicked off the PC Engine family (and the overseas version of the TurboGrafx-16). Major drawback: No game except Night Creatures from the "US Releases" will operate on a PC Engine (unless you hack the system and make it possible - you can find this on the Turbo-list mentioned in the intro!), and no system converter card is available to date. Released in Japan 10/87. #PI-TG001.

Console, PC Engine Duo NEC \$175/R6

See TurboDuo, this is the Japanese release of the same product. Released in Japan 9/91. #PI-TG8.

Console, PC Engine Duo-R NEC \$175/R8

For all intents and purposes, this is identical to the PC Engine Duo, but with a much more streamlined white case and in limited distribution. Released only in Japan. Released 03/93. #PI-TG10.

Console, PC Engine Duo-RX NEC \$175/R8

Identical to the PC Engine Duo-RX, but contains a specially designed six-button controller (perfect for "Arcade Card" CD games like Fatal Fury). Released only in Japan. Released 03/93. #DUO-RX.

Console, PC Engine GT NEC \$130/R6

a.k.a. Handy Gata/Machine PC Engine

A handheld version of the PC Engine (released in the US as the TurboExpress). Beware of dead pixels in the screen when buying. Released only in Japan. Released 12/90. #PI-TG6.

Console, PC Engine LT NEC \$750/R7

Quite possibly the ultimate portable gaming machine, this unit features a 4" active matrix LCD, flip-top cover (hence the LT, or Laptop moniker), and built-in TV tuner. Owning one will make you the envy of your collecting brethren. Released in Japan 12/91. #PI-TG9.

Console, PC Engine ShuttleGrafx NEC \$200/R8

This variation of the PC Engine looks very much like an Atari Jaguar. Designed to be a "value" system, it has a limited expansion port that only allows attachment of a specially-made backup RAM module (the system plays HuCard games only). Also includes a specially designed controller that could be mistaken for a Bat-A-Rang in a dark room. #PI-TG5.

Console, SuperGrafx NEC \$150/R6

An upgraded PC Engine, allowing more sprites, colors, and speed. 5 HuCard games (Battle Ace, Aldynes, Granzort, Ghoul's & Ghosts and 1941) were released that took advantage of the additional horsepower. Released in Japan only. Released 12/89. #PI-TG4.

Console, TurboDuo TTI \$175/R5

The Turbo Duo is, essentially, a TurboGrafx-16, a TurboGrafx-CD player, and a Super System 3.0 CD rolled into one. The Duo itself allows card access through a front panel sealed from dust with a lid and CD access through a separate lid. Packaged with A/V cables, power supply, one Duo Pad, and a CD that includes Gate of Thunder, Bonk's Adventure, Bonk's Revenge, and Bomberman. It has, over time, also had included in this package other CD's (i.e. Y's II & III) and various card-based games (i.e. Splatterhouse) as well. Official release date was October 10th, 1992. #HES-DUO-01.

Console, TurboExpress NEC \$125/R5

A handheld version of the TurboGrafx-16, it even plays TG-16 HuCards. Packaged without a game, nor with any adaptors. Requires 6 "AA" batteries. Can accept the TurboVision TV Tuner module to allow TV viewing on the incredibly detailed active-matrix

LCD (arguably the best portable game system screen on the market back in the day). PERIODICALS: Named "Best New System of 1990" by Electronic Gaming Monthly Magazine. Named "Best Game System of 1990" by The Chicago Tribune. Named one of the "100 Top Products of 1990" by Popular Science Magazine. Released 1991. #HES-EXP-01.

Console, TurboGrafx (Spain) NEC \$200/R8

A PAL TurboGrafx console, released in (at least) Spain. #HES-TGX-11.

Console, TurboGrafx-16 NEC \$35/R3

How did this thing get so big?? The RF shielding necessary for this console to be sold in the US market almost doubled the width of the compact PC Engine. Released 02/89. #HES-TGX-01.

Controller, Arcade Pad NEC \$35/R6

Packaged version of 6 button controller originally packed in with the Duo-RX. #PCE-TP1.

Controller, Arcade Stick Innovation \$20/R5

Six-button stick designed for the TurboDuo, but also works on Genesis, SNES, and Neo-Geo!

Controller, ASCII Stick ASCII \$20/R6

Two-button arcade stick for the PC-Engine. Very similar in look and feel to the NES Advantage. #AS-7749-EG.

Controller, Avenue Pad 3 NEC Avenue \$15/R5

Sold by itself or as a special pack-in with Forgotten Worlds (for PC Engine), this controller has an additional action button. Otherwise identical to a standard PC-Engine control pad. #NAPD-1001.

Controller, Avenue Pad 6 NEC Avenue \$20/R4

The famed 6-button controller for the PC-Engine; the only game written to support the additional buttons was Street Fighter 2 CE. #NAPD-1002.

Controller, DuoPad Controller TTI \$15/R1

Will not operate on the TurboGrafx-16 without the Duo-TG-16 Control Pad Adaptor. #DUO-PAD-01.

Controller, Fighting Commander PC Hori \$30/R6

Yet another arcade-style stick for the PC-Engine.

Controller, PC Engine NEC \$85/R7

Cordless Controller Pad

A single wireless controller with IR receiver. The only official wireless controller for PC Engine (works with the Duo as well) comes in a rather large box. Released only in Japan. Released 12/92.

Controller, PC Engine NEC \$150/R8

Cordless Controller Pad Set

This set contained 4 IR controllers and one receiver. Released only in Japan. Released 12/92.

Controller, PC Engine Duo-R NEC \$40/R8

Turbo Pad

Packaged version of controller packed in with Duo-R. #PI-TG10.

Controller, PC Engine Mouse NEC \$50/R6

Allowed much easier game play for late release RPG games (primarily Super CD-ROM titles). Released in Japan 11/92. #PI-PD10.

Controller, Python 4 Quickshot \$20/R5

An extremely useful flight-stick type controller for the TurboGrafx. Suction cups on the base allow attachment to your favorite playing surface for extremely stable games of... whatever. #QS-136.

Controller, Turbo Stick NEC \$25/R4

Slightly different Japanese version of the TurboStick released in the

US.. Cast in gray plastic, and slightly smaller. #PI-PD4.

- ☐ **Controller, TurboPad** **NEC** **\$15/R1**
Connects via an 8-pin din. Will not operate on the TurboDuo without the Reverse Tap. #HES-PAD-01.
- ☐ **Controller, TurboStick** **NEC** **\$12/R1**
Connects via an 8-pin din. Will not operate on the TurboDuo without the Reverse Tap. #HES-STK-01.
- ☐ **Diving Board Converter** **Unknown** **\$85/R7**
Allows you to play PC Engine HuCards on a US TG16 or Duo. Called the "diving board" for its surprising length.
- ☐ **Duo 6 Foot Extension Cable** **TTI** **\$10/R1**
- ☐ **DuoTap** **TTI** **\$10/R1**
Allows up to five players to "plug in" to the Duo. Does not work on the TurboGrafx-16 console without the Reverse Tap. #DUO-TAP-01.
- ☐ **Duo-TG16 Controller Adaptor** **TTI** **\$10/R1**
Allows TurboDuo owners to play with TurboGrafx-16 accessories.
- ☐ **Interface Unit** **NEC** **\$0/R0**
Hardware that connects the PC Engine or CoreGrafx console to the CD-ROM2 drive, allowing them to function through a single A/V and power cord (kind of like the Sega CD 2 "tray").
- ☐ **Joy Tap 3** **Hudson** **\$25/R7**
3 port multi-tap for the PC-Engine. #HC83-8.
- ☐ **Joystick, Ultimate Superstick** **Beeshu** **\$25/R5**
Excellent leaf switch stick controller that also had variable speed Turbo controls for each of the action buttons. #30805.
- ☐ **Kisado Adapter** **Kisado Prod** **\$90/R8**
Allows TurboGrafx-16, TurboExpress or Turbo Duo owners to play PC Engine HuCards. Manufactured by David Shadoff (Kisado Productions). Considered the primo adaptor (most reliable), and extremely scarce since they are no longer in production.
- ☐ **Laseractive LD-ROM Pack** **Pioneer** **\$200/R8**
Control Pack for the Pioneer LaserActive Multimedia system. Allows you to play all TurboGrafx-16 HuCards, CD's, and Super CD's as well as special LD-ROM games (3 released in the US). Comes with Pioneer-labeled Turbo controller. #PAC-N10.
- ☐ **Memory Base 128** **NEC** **\$35/R5**
This module, with supported games (Vastel 2 and A III among them), provided 128K of save game space. Required 4 AA batteries to power the RAM when the console is not powered on. #PI-AD19.
- ☐ **Mirai Adapter** **Telegames** **\$100/R7**
This latecomer converter is reputedly comparable to the Kisado Adapter. Only available online, this converter is still available from Telegames' website at this time. Released 2003.
- ☐ **PC Engine Backup Booster** **NEC** **\$45/R5**
See TurboBooster, this item is for the PC Engine. Released in Japan 11/89.
- ☐ **PC Engine CD-ROM2 System** **NEC** **\$100/R6**
Also known as the "suitcase CD-ROM" for it's built in carrying case. Allows PC engine owners an expansion to play CD-ROM (but not Super CD) games. The original package included the CD-ROM unit, a system 1.0 or 2.0 card (depending on when it was purchased), A/V cables, and AC adapter. Attached, it plays CD-ROMs, music CD's, and with a 2.0 or 2.1 System Card, CD+G's as well. The unit also functions separate from the PC Engine as a portable CD

player. Released in Japan 12/88. #IFU-30A/CD.

- ☐ **PC Engine Duo Battery Pack** **NEC** **\$50/R8**
Replacement battery pack for the Duo, requires the charger from the Duo Battery Set (PI-AD14). #PI-AD15.
- ☐ **PC Engine Duo Battery Set** **NEC** **\$125/R8**
This combination Ni-Cad battery pack and charger would allow for completely portable use of your PC-Engine Duo for up to 4 hours. Now you know what those stupid slots on the back of your American unit are for! #PI-AD14.
- ☐ **PC Engine Duo Monitor** **NEC** **\$400/R9**
This monitor was more innovative for it's packaging than it's picture quality. The unit folds down into a package about 1" thick; pressing a release button on the front caused the unit to pop open, revealing the screen. Combined with the battery pack and PC Engine Duo, you could have a completely portable gaming solution... which was kinda cool until the PC Engine LT came along. Released in Japan 9/91. #PI-LM1.
- ☐ **PC Engine Duo Monitor** **NEC** **\$40/R7**
Battery Pack
Ni-Cad battery pack for the Duo Monitor. #PI-AD17.
- ☐ **PC Engine Duo Monitor Car** **NEC** **\$35/R7**
Adapter
Car cigarette lighter adapter for the Duo Monitor. #PI-AD16.
- ☐ **PC Engine Duo/LT Car** **NEC** **\$40/R9**
Adapter
12V Adapter which powered either your PC Engine Duo or LT off of your car's battery. #PI-AD13.
- ☐ **PC Engine GT AC Adapter** **NEC** **\$40/R6**
#PAD-121.
- ☐ **PC Engine GT Car Adapter** **NEC** **\$40/R7**
Japanese version of US TurboExpress Car Adapter. #PI-AD12.
- ☐ **PC Engine GT Com Cable** **NEC** **\$20/R7**
Japanese version of US TurboLink; allowed two PC-Engine GT's to be linked together for supported games. #PI-AN4.
- ☐ **PC Engine GT Power Pack** **NEC** **\$100/R8**
Ni-Cad battery pack very similar to the original Game Boy battery pack. Allows cordless play for approx. 12 hours. #PK-001.
- ☐ **PC Engine GT TV Tuner** **NEC** **\$150/R8**
Japanese version of US TurboVision. #PI-AD11.
- ☐ **PC Engine Illust Booster** **NEC** **\$200/R9**
A graphics tablet that, when used in conjunction with the Artist's Tool HuCard, allowed you to draw pictures on your PC-Engine. #PI-AD4.
- ☐ **PC Engine LT Super CD-ROM** **NEC** **\$75/R8**
Adapter
This slide-on adapter allowed the PC Engine LT to attach to the PC Engine Super CD-ROM Expansion module. #PI-AD18.
- ☐ **PC Engine Photo Reader** **NEC** **\$175/R9**
Pen-like attachment that plugs into the print head on the Print Booster, allowing it to function as a page-feed scanner (requires the Artist's Tool HuCard). #PI-AD5.
- ☐ **PC Engine Print Booster** **NEC** **\$250/R9**
When used in conjunction with the Artist's Tool HuCard, allowed you to print out pictures drawn on your PC-Engine. Also has port to accept the Photo Reader. #PI-AD3.
- ☐ **PC Engine RF Adapter** **NEC** **\$30/R8**
Allows you to plug your PC-Engine CoreGrafx, CoreGrafx II or DUO

into a TV without composite video inputs; however, this module is tuned for Japanese television frequencies (if you have a TV with a manual dial, tune it halfway between channels 11 and 12). #PI-AN3.

PC Engine ROM ROM Amp NEC \$300/R8

A karaoke attachment for the PC Engine CD-ROM which included an amplifier (slides underneath the CD-ROM Adapter), microphone and speakers.

PC Engine ROM2 Adapter NEC \$50/R7

Adapter that allowed the SuperGrafx to interface with the PC-Engine CDROM unit (consisting of two pieces attached via cable). #RAU-30.

PC Engine ShuttleGrafx NEC \$50/R8 Backup RAM

The only attachment available for the ShuttleGrafx, this module provided backup RAM for HuCard games that had game-save capability. #PI-AD9.

PC Engine Super CD-ROM NEC \$175/R7

This CD-ROM Expansion module has the Super System 3.0 software built in. The unit was designed to operate with the CoreGrafx or CoreGrafx II. With a special adapter plate (#PI-AD18), a PC-Engine LT could also be docked with it. Released in Japan 12/91.

PC Engine Super System NEC \$30/R5 Card 3.0

This card allowed owners of the original CD-ROM Expansion Unit to play Super CD-ROM games. The hump on the back of the card was necessary to contain the additional RAM required. Released 1991. #PI-SC1.

PC Engine System Card 1.0 NEC \$30/R5

A pack-in with the PC Engine CD-Rom. It allows play of PC Engine CD-ROMs and music CD's only on a PC Engine. For some strange reason, you NEED the PC Engine System Card 1.0 to play the Altered Beast PC Engine Duo game. Released 12/88.

PC Engine System Card 2.0 NEC \$30/R5

A pack-in with the PC Engine CD-Rom. It allows play of PC Engine CD-ROMs, CD-G's, and music CD's only on a PC Engine. Released 1989.

PC Engine System Card 2.1 NEC \$40/R7

Very similar to the 2.0 System card except that it was sold as a standalone product (at 4800 yen originally) and has an interface that makes disk swapping easier, presumably for the booming karaoke sect in Japan. Released 7/6/90.

PC Engine Virtual Cushion NEC \$200/R8

This combination blow-up cushion and speaker had a subwoofer that would intercept the low frequency sounds generated by the system and rumble, causing vibrations through the cushion. Released in Japan 12/92. #PI-AD20.

Reverse Tap TTI \$12/R1

TurboPad adapter that allows TG-16 owners to use the TurboDuo 6 button controller.

Super System Card 3.0 (US) TTI \$75/R8

This card allowed the play of US release Super CD-ROM titles on the original TurboGrafx CD-ROM Expansion Module.

Tennokoe Bank Hudson \$20/R3

A memory manager card designed for the PC Engine (but works with the Game Converter too), can store the equivalent of 3 times the Duo's internal memory onto "banks" that can be swapped in an out of the Duo's RAM. Released 1991. #HC692.

Turbo 6 Foot Extension Cable NEC \$10/R2

Controller extension cable; particularly useful for extending the TurboTap a few feet back from the TV for Moto Roder parties.

TurboBooster NEC \$25/R2

Allows the TurboGrafx-16 console to work with A/V output (left/right stereo sound and direct video) vs. the standard RF cable, improving audio video quality. #HES-AVB-01.

TurboBooster Plus NEC \$30/R1

Has the same composite A/V ports like the Turbo Booster, but also has a backup memory that allows some games to be "saved" vs. using the standard password system.

TurboExpress AC Adapter Naki \$10/R1

TurboExpress AC Adapter NEC \$18/R1

#HES-ACA-04.

TurboExpress Car Adapter NEC \$10/R1

#HES-CAR-01.

TurboExpress Carrying Case Case Logic \$15/R4

A generic Case Logic case (same size as sold for the Game Boy) with a TurboGrafx logo embroidered on the side.

TurboExpress Hardshell Unknown \$50/R8 Carrying Case

Special hard-shell case with foam cutouts on the inside sized just right for your TurboExpress, TurboVision, and a few HuCards.

TurboExpress Rechargeable Unknown \$40/R8 Battery Pack

TurboGrafx CD-ROM NEC \$100/R4 Expansion

Allows TurboGrafx-16 owners an expansion to play CD (but not Super CD) games. The original package included the CD-ROM unit, a system 2.0 card, A/V cables, AC adapter, and hard-shell carrying case. Attached, it plays CD's, CD+G's as well. The unit can also function separate from the TurboGrafx-16 as a portable CD player (not terribly useful in this fashion, as the CD unit runs on the AC Adapter only). #HES-CDR-01.

TurboLink NEC \$10/R4

Allows two TurboExpress units to be "linked" together, allowing multi-player games to be played on individual TurboExpress'. Only works on supported games. #HES-COM-01.

TurboTap NEC \$10/R1

Allows up to five players to "plug in" to the TurboGrafx-16. Will not operate on the TurboDuo without the Reverse Tap. #HES-TAP-01.

TurboVision NEC \$75/R8

An attachment for the TurboExpress that serves as a television receiver. The reception is pretty strong, and the excellent resolution of the TurboExpress allows for this to be an effective alternative to a mini television. #HES-TUN-01.

TV Game Computer Unknown \$80/R7 Cartridge Converter (Duo)

A white converter that allows you to play PC Engine HuCards on your Duo. To use it, you must carefully remove the HuCard lid on the Duo.

TV Game Computer Unknown \$80/R7 Cartridge Converter (TG16)

The same as the Duo version of this converter but not as tall and will not fit into the Duo's HuCard port. It's more common purple color has nicknamed it the "Purple Barney". Also available in brown.

Total # of items for this section: **88**

RUMOR MILL

- ☐ **Battle Lode Runner** NEC \$0/R0
The US release incorrectly listed in our fourth edition as a released game, but alas, it was not to be... Released in Japan by Hudson Soft under the same title (HuCard). Multiplayer adapter compatible.
- ☐ **Bonk's Thunder Shooting** TTI \$0/R0
Seen in the Club Turbo 1992 (vol 1) catalog. This was the working title for the game released as "Air Zonk".
- ☐ **Computer Add-On Module** NEC \$0/R0
Shown in a preview of the TurboGrafx 16 in Electronic Gaming Monthly #2, this keyboard attachment looks strangely like the earlier released Sharp X1 Twin, minus the computer unit. It connected to the TG via the controller port. This peripheral never materialized for either the PC-Engine nor the TG-16.
- ☐ **Dangerous Journeys** TTI \$0/R0
Listed as a "Coming Soon" title in the September 1992 issue of Turbo Force.
- ☐ **F1 Circus** NEC \$0/R0
Released in Japan by Nichibutsu. Listed as a "Coming Soon" title in the June/July 1992 issue of TurboPlay.
- ☐ **Far East of Eden 2** TTI \$0/R0
An expected CD-ROM release. Released in Japan as Far East Of Eden 2: Manji Maru. From GamePro: "As Bobbin Thredbare, you live in an ancient city of Weavers. The city is in danger. You must save the Weaver's Guild by collecting puzzle pieces and solving the musical brainteasers".
- ☐ **Human Sports Festival** TTI \$0/R0
An expected CD-ROM release.
- ☐ **Intelligent Link** TTI \$0/R0
This adapter would have allowed your Turbo Duo to act as a single-speed CD-ROM for personal computers (Macs would connect via SCSI. PC's via parallel port). Suggested retail was to be \$129.95.
- ☐ **Marble Madness** Tengen \$0/R0
Known to have been in the works for the PC-Engine (shown in some Japanese game magazine advertisements).
- ☐ **Peter Packrat** Tengen \$0/R0
Known to have been in the works for the PC-Engine (shown in some Japanese game magazine advertisements).
- ☐ **Populous: The Promised Lands** TTI \$0/R0
An expected CD-ROM release for US audiences (the game was released in Japan). From GamePro: "You're the supreme being in control of the world. How will you lead it?"
- ☐ **Space Fantasy Zone** NEC \$0/R0
A "Super CD-ROM" game.
- ☐ **Spriggan** TTI \$0/R0
An expected December 1993 CD-ROM release. Released in Japan under the same name. From GamePro: "It's an all out awesome shooter".
- ☐ **Super Star Soldier II** TTI \$0/R0
Seen in the Club Turbo 1992 (vol 1) catalog. Working title for the game that was released as "Soldier Blade".
- ☐ **TV Sports Baseball** NEC \$0/R0
Listed as a "Coming Soon" title in the December 1991/January 1992

issue of TurboPlay. From the Club Turbo 1992 catalog (vol 1): "TV SPORTS Baseball is an exciting game which lets you choose your favorite Major League ball club and stadium. You'll be able to control every aspect of the ball game from the pitching speed to how the batter hits the ball. You can even use relief pitchers and pinch hitters. When you have a man on base, you can see him on a screen within the screen. It's just like watching and controlling a Major League ballgame on TV. Play against the computer or play against your friends in multi-player mode".

- ☐ **World Class Baseball II** NEC \$0/R0
Seen in the Club Turbo 1992 (vol 1) catalog: "This is the sequel to the super-popular World Class Baseball. You have more stadiums to choose from and a wider variety of plays in World Class Baseball II. Despite the many new features, the basic controls are the same as in the previous version. So, you won't have to relearn everything. The home-run contest mode makes it even more exciting. If you've played the original World Class Baseball, this new version is a must".
- ☐ **Xybots** Tengen \$0/R0
Known to have been in the works for the PC-Engine (shown in some Japanese game magazine advertisements).
Total # of items for this section: 17

CD ROM GAMES

USA

- ☐ **Addams Family, The (CD)** NEC \$20/R4
Developed by ICOM Simulations. CD-ROM format. There is an outer cardboard box for this game in addition to the CD jewel case. Action/Platform/Scrolling Screen. EASTER EGGS: 79 Lives: While the game is loading, and Gomez starts speaking ("Tully my good man, how about a round of golf?"), wait until the picture appears and then enter U, U, R, D, L, U. ©1991 Paramount, NEC. #TGXCD1019.
- ☐ **Beyond Shadowgate (CD)** TTI \$50/R4
Developed by ICOM Simulations. A neat 3rd person adventure sequel to the NES classic Shadowgate, Beyond Shadowgate features a point and click interface and all sorts of great death scenes. Almost as much fun to lose at as to win! Super CD-ROM2 format. Originally packaged with a map. Requires Super System Card. ©1993 Viacom New Media, TTI. #TGXCD1048.
- ☐ **Bonk 3: Bonk's Big Adventure (CD)** TTI \$90/R7 +
Developed by Hudson Soft. Similar to the HuCard release but with much improved background music and an added "vs. mode". Super CD-ROM2 format. Action/Platform/Scrolling Screen. Requires Super System Card. ©1993 Hudson. 1989, 1991 Red. #TGXCD1050.
- ☐ **Buster Bros. (CD)** TTI \$20/R4
Developed by Hudson Soft. Based on the 1989 Capcom coin-op. Classic arcade action using a myriad of weapons to pop bubbles. Sounds silly but its fun and frantic! CD-ROM2 format. Packaged with a jewel case only (no cardboard box). Action/Platform/Fixed Screen. ©1993 Hudson. 1990, 1991 Capcom. #TGXCD1031.
- ☐ **Camp California (CD)** TTI \$15/R4
Developed by ICOM Simulations. Super CD-ROM2 format. Action/Platform/Scrolling Screen. Requires Super System Card. ©1984 Camp California, Inc 1992 Landmark Entertainment. #TGXCD1013.
- ☐ **Cosmic Fantasy 2 (CD)** Working Designs \$25/R3
Developed by Telenet Japan. An early turn-based RPG, and the only Cosmic Fantasy game ported to the US (There are 4 of them). A fun game, but very challenging in spots with high numbers of

enemy encounters. One of the few titles for the TurboGrafx/Duo that was actually released by a third party. CD-ROM format. There is an outer cardboard box for this game in addition to the CD jewel case. Role-Playing/Third-Person Real-Time. ©1991 Telenet Japan. #WTG990301.

- ☐ **Cotton: Fantastic Night Dreams (CD)** TTI \$75/R7 +
Developed by Hudson Soft. The Duo's entry into the Cotton series is one of the better versions, with excellent graphics and playability. Super CD-ROM2 format. Shooter/Horizontal Scrolling. Requires Super System Card. EASTER EGGS: Level Select: Go to the options menu, place the cursor on EXIT and enter Down, II, II, Left, I, Right, Select - a level select will appear (you can get up to level 4) and you will have twice as many continues. ©1990 Hudson, 1991 Success. #TGXCD1038.

- ☐ **Dragon Slayer: The Legend of Heroes (CD)** TTI \$30/R4
Developed by Falcom. A classic Falcom RPG, Dragon Slayer is simple and well-done. As the young Prince Logan, you live in exile and are trying to win your throne back. Super CD-ROM2 format. Originally packaged with a map. Role-Playing/Third-Person Real-Time. Requires Super System Card. ©1992 TTI. #TGXCD1029.

- ☐ **Dungeon Explorer II (CD)** TTI \$90/R8
Developed by Hudson Soft. A much rarer sequel, Dungeon Explorer 2 picks up where the first game left off, with many more hidden areas, voiceovers, and CD quality sound. Super CD-ROM2 format. Role-Playing/Third-Person Real-Time. Requires Super System Card. ©1990, 1993 Hudson Soft. #TGXCD1034.

- ☐ **Dungeon Master: Theron's Quest (CD)** TTI \$20/R3
Super CD-ROM2 format. Role-Playing/First-Person RPG. Requires Super System Card. ©1990, 1993 Software Heaven Inc, 1993 Victor Entertainment. #TGXCD1041.

- ☐ **Dynastic Hero (CD)** TTI \$250/R9
Developed by Hudson Soft. Super CD-ROM2 format. Easily the rarest game for the US Duo system, a remake of Wonderboy In Monster Land but with cinema cut-scenes. Role-Playing/Third-Person Real-Time. Requires Super System Card. ©1993 Hudson Soft, 1991 Westone. #TGXCD1053.

- ☐ **Exile (CD)** Working Designs \$20/R3
Developed by Telenet Japan. A unique Middle Eastern action/RPG with anime cut scenes and great voice-overs. Very Arabian Nights-esque. One of the few titles for the TurboGrafx/Duo that was actually released by a third party. CD-ROM format. Role-Playing/Side View Real-Time. EASTER EGGS: Debug: At the title screen, enter: press Up, Up, Down, Down, Right, Left, Right, Left, II and I on the control pad. Choose "visual" to view any of the games animated scenes, or select "music" to listen to songs from the CD. ©1991 Telenet Japan. #WTG990101.

- ☐ **Exile: Wicked Phenomenon (CD)** Working Designs \$55/R6
Developed by Telenet Japan. This much more challenging sequel to Exile features four playable characters, including Sadler from the original game. An obscenely difficult game. One of the few titles for the TurboGrafx/Duo that was actually released by a third party. Super CD-ROM2 format. Originally packaged inside of a cardboard foil-stamped slipcover. Requires Super System Card. EASTER EGGS: Debug: At the title screen press and hold Select, Down, II - then press Run twice. ©1992 Telenet Japan, 1993 Working Designs.

- ☐ **Fighting Street (CD)** NEC \$20/R3
Developed by Hudson Soft. CD-ROM format. Fighting/Side-Scrolling. EASTER EGGS: a) Various Tips: Achieve a high score and

input one of the following initials. "LK", "AS", "HU", "SD" then allow the continue timer to run out. At the title screen hold L, I, II, press SELECT. The codes do this: LK allows easier use of the special moves. Push pad in direction of enemy and press SELECT to throw a fireball. Press pad away and press SELECT for Hurricane Kick. Press pad D and towards enemy to do an uppercut; AS allows stage selection; HU gives 7 credits; SD does all three of the above. b) Opponents can't hit you: Use slow motion on TurboStick. ©1989 Hudson, 1987 Capcom. #TGXCD1001.

- ☐ **Final Zone II (CD)** NEC \$15/R4
Developed by Telenet Japan. Top down action game. Decent music, but average gameplay. CD-ROM format. ©1990 Telenet Japan, NEC. #TGXCD1008.

- ☐ **Forgotten Worlds (CD)** TTI \$25/R5
Developed by NEC. Based on the 1988 Capcom coin-op. Uniquely controlled horizontal shooter where you can rotate 360 degrees. Super CD-ROM2 format. Shooter/Horizontal Scrolling. Requires Super System Card. EASTER EGGS: Two Player (mixed play): When the title screen reads "Push Run Button," hold down the I and II buttons and press RUN to reveal this option. In the "mix play" mode, Player one controls the main character and Player two controls the "satellite" weapon. Use the I and II buttons to rotate the satellite, and press any direction on the control pad to fire. ©1988 Capcom, 1992 NEC Avenue. #TGXCD1030.

- ☐ **Gate of Thunder/Bonk's Adventure/Bonk's Revenge (CD)** TTI \$25/R3 +
Developed by Hudson Soft. The classic side-scrolling shooter Gate of Thunder, packed along with the first two Bonk games was a special free treat for Duo buyers. Also hidden on the disc is a version of Bomberman. Pack-in title that came with the Turbo Duo console. Super CD-ROM2 format. Did not come in a case, it was packaged with just a slipcover and manuals. Requires Super System Card. EASTER EGGS: Gate Of Thunder Level Select: at the title screen press I, II, II, I, Select, I, II, I, II, Select, Select. Then press Run and at the bottom of the screen you'll have a new item, "Stage" ©1989, 1991, 1992 Hudson Soft, Red, Atlus, Syn Sound Design. #HCD2008T.

- ☐ **Godzilla (CD)** Hudson \$35/R6
A fighting game featuring Godzilla and all his mutated pals. A "Super CD-ROM" game. ©1993 Toho Co. Ltd, Hudson Soft. #TGXCD1051.

- ☐ **It Came From the Desert (CD)** NEC \$10/R3
Developed by Interactive Pictures. Basically the same as all the other versions of this game. A sci-fi adventure straight from a bad B movie. CD-ROM format. EASTER EGGS: a) Special: There's a weird "bug" in the "Tunnel Combat" scenes, and it's different than the giant ants you meet; this one's a flaw in the game's programming. When Buzz gets close to a giant ant or Antroid, press the II button to make him jump over his enemy and press the RUN button to pause the game when he's in the middle of the jump. Then, while Buzz is suspended in mid-air, press the RUN button repeatedly to make him slowly float through the air, passing over all the enemy creatures all the way to the end of the tunnel! When you reach a doorway or power-up and you want to land, press I or II and the game will continue. b) Practice: When "Just a moment..." appears, press and hold the appropriate controller buttons: I : Bomb the surfacing ants; II : In the Mines; I + II : Antroid game (ant shootout); Left : Battle the Queen; Up : View the "losing" ending; Down : View end Credits. c) Antroid select: Also, when the Antroid games start press upper-right and hold down I, II, and Select. You can set the difficulty and pick the "victim". The last victim on the list is apparently one of the game designers. You can do this when actually playing without affecting your game. ©1991 Interactive Pictures, NEC. #TGXCD1010.

- ☐ **J.B. Harold Murder Club (CD) NEC \$15/R3**
Developed by Hudson Soft. A J.B. Harold murder mystery. CD-ROM format. Action/Full-Motion Video. ©1990 Hudson, 1988 Riverhill Software. #TGXCD1012.
- ☐ **Jack Nicklaus Turbo Golf (CD) Accolade \$10/R3 -**
Developed by Accolade. CD-ROM format.... And quite possibly, one of the few games that's better in the cartridge format than on the CD. Thank goodness NEC didn't put their brand stamp on this game! Sports/Golf. ©1991 Accolade, Inc. #ATGXCDDTTC.
- ☐ **John Madden Duo CD TTI \$25/R4 Football (CD)**
Developed by Hudson Soft. Super CD-ROM2 format. Licensed by Electronic Arts. Sports/Football. Requires Super System Card. ©1990-93 Electronic Arts. #TGXCD1045.
- ☐ **Last Alert (CD) NEC \$20/R4**
Developed by Telenet Japan. Very similar to Bloody Wolf, this top down run 'n' gun takes a lot of cheap shots. CD-ROM format. EASTER EGGS: Get All Weapons: When first starting the game, choose CONTINUE to get one of each option weapon. ©1991 Sin Nihon Laser Soft, Telenet Japan. #TGXCD1007.
- ☐ **Loom (CD) TTI \$20/R5**
Designed by Brian Moriarty. Developed by LucasArts. Super CD-ROM2 format. Requires Super System Card. ©1992 LucasFilms. #TGXCD1017.
- ☐ **Lords of the Rising Sun (CD) NEC \$15/R4**
CD-ROM format. ©1988, 1992 Cinemaware, 1992 Victor. #TGXCD1014.
- ☐ **Lords of Thunder (CD) TTI \$25/R4 +**
Developed by Hudson Soft. The quintessential US shooter for the Duo, Lords of Thunder has a thundering metal soundtrack, stunning artwork, and excellent controls. One of the best games for the Duo by far, and if you sent away to NEC, they sent you a hilarious low budget Lords of Thunder promo video back when the game was available. Great stuff! Super CD-ROM2 format. Shooter/Horizontal Scrolling. Requires Super System Card. EASTER EGGS: a) Boss Mode: Go to the configure screen, set up level=HARD, music=01 and sound=01, then press Select+I (you can return to level=NORMAL before exiting) - this will bypass the stage and go directly to each stage's boss. b) Start with 10K crystals: Go to the configure screen, set up level=HARD, music=02 and sound=02, then press Select+I. ©1993 Hudson Soft, Red. #TGXCD1033.
- ☐ **Magical Dinosaur Tour (CD) NEC \$15/R4**
CD-ROM format. Educational/General. ©1990 Victor Musical Industries, Yawza Science Office. #TGXCD1005.
- ☐ **Might & Magic III: Isles of Terra (CD) TTI \$125/R7**
Developed by Hudson Soft. Super CD-ROM2 format. Role-Playing/First-Person RPG. Requires Super System Card. ©1993 Hudson Soft, 1991 New World Computing. #TGXCD1047.
- ☐ **Monster Lair (CD) NEC \$15/R3**
Based on the 1989 Sega "Wonderboy III - ML" coin-op. A Wonderboy game on the TurboGrafx-16? Hoo-hah! Strangely, this one is actually a shooter rather than a platform/adventure title. CD-ROM format. Shooter/Horizontal Scrolling. EASTER EGGS: a) Unlimited Continues: When entering initials on the scoreboard, hold SELECT and enter "68K". As long as 68K is on the scoreboard, continues are unlimited. b) Two Players in One: Connect TurboTap with a controller in port 2. Choose two player game, start game, then pause. Replace TurboTap with one controller. Unpause and overlap characters. c) Continue from where you died: When "Game Over" appears, press L,R,D,U, hold SELECT and L. ©1990 Hudson Soft, Alfa System, 1988 Westone. #TGXCD1003.
- ☐ **Prince of Persia (CD) TTI \$15/R4**
Developed by Hudson Soft. Super CD-ROM2 format. Action/2D Adventure. Requires Super System Card. ©1992 Hudson Soft. #TGXCD1027.
- ☐ **Riot Zone (CD) TTI \$15/R3**
Developed by Hudson Soft. Super CD-ROM2 format. Fighting/Slide-Scrolling. Requires Super System Card. ©1993 Hudson Soft, 1991 Westone. #TGXCD1035.
- ☐ **Shadow of the Beast (CD) TTI \$20/R5**
Developed by Psygnosis. A tasty offering for the Duo from Psygnosis, Shadow of the Beast is a port of the Amiga game. Complex levels, minimal life, and really unique enemies make this a great platform game. Not quite as impressive as it's Amiga counterpart, but its closest Super CD-ROM2 format. Action/Platform/Hack & Slash. Requires Super System Card. EASTER EGGS: Invincibility: At the title screen press I, I, I, I, I ©1990 Psygnosis, 1992 NEC. #TGXCD1018.
- ☐ **Shape Shifter (CD) TTI \$15/R4**
Developed by ICOM Simulations. Super CD-ROM2 format. Requires Super System Card. EASTER EGGS: View Game Ending: At the title screen press and hold I. Now press Right x 13 and you can view the end of the game. The ending includes some more of those beautiful still images with narration, and then the credits run (with a cool song playing in the background) - check out the disclaimer at the end of the credits. ©1992 TTI, ICOM Simulations. #TGXCD1021.
- ☐ **Sherlock Holmes: Consulting Detective I (CD) NEC \$15/R4**
Developed by ICOM Simulations. CD-ROM format. Action/Full-Motion Video. ©1991 ICOM, Sleuth, NEC. #TGXCD1011.
- ☐ **Sherlock Holmes: Consulting Detective Vol II (CD) TTI \$25/R6**
Developed by ICOM Simulations. Super CD-ROM2 format. Action/Full-Motion Video. Requires Super System Card. ©1992 ICOM Simulations. #TGXCD1039.
- ☐ **SimEarth: The Living Planet (CD) TTI \$20/R4**
Developed by Hudson Soft. Super CD-ROM2 format. Simulation/Life Development. Requires Super System Card. ©1993 Maxis, Hudson Soft. #TGXCD1036.
- ☐ **Splash Lake (CD) TTI \$18/R4 +**
Developed by NEC. A top down puzzle game where you control an Ostrich who pecks away blocks to stop enemies. Super CD-ROM2 format. Packaged with a jewel case only (no cardboard box). Puzzle/Action. Requires Super System Card. ©1992 NEC. #TGXCD1025.
- ☐ **Super Air Zonk: Rockabilly-Paradise (CD) TTI \$150/R8 +**
Developed by Hudson Soft. A bigger, better Air Zonk with CD sound and tons of great levels. Quite rare, but well worth getting! Super CD-ROM2 format. Shooter/Horizontal Scrolling. Requires Super System Card. ©1993 Hudson Soft, Red. #TGXCD1042.
- ☐ **Terraforming, Syd Mead's (CD) TTI \$75/R7**
Designed by Syd Mead. Developed by Right Stuff. A shooter from Syd Mead? Weird... yes, but quite good. Unique weaponry, and absolutely monstrous armies of evil beasts attack your ship in this fast paced shooter. Super CD-ROM2 format. Shooter/Horizontal Scrolling. Requires Super System Card. ©1993 Right Stuff Corp. #TGXCD1040.
- ☐ **Valis II (CD) NEC \$20/R4**

Developed by Telenet Japan. CD-ROM format. EASTER EGGS: Get Weapons: Hold II, press RUN to pause. Release. Press I,II,I,RUN. Whenever game is paused, select item with I and weapon with II. ©1990 Sin Nihon Laser Soft, NEC. #TGXCD1006.

☐ **Valis III (CD)** **NEC** **\$20/R4**

Developed by Telenet Japan. CD-ROM format. ©1992 Telenet Japan, NEC. #TGXCD1024.

☐ **Vastel (CD)** **Working Designs** **\$30/R5**

Developed by Human. Very slow-paced strategy game pitting brother against brother in an interstellar war of conquest. Unlike typical strategy games, the actual battles between units are controlled directly by the player or players, much like Archon. One of the few titles for the TurboGrafx/Duo the was actually released by a third party. CD-ROM format. Packaged with a jewel case with a cardboard foil-stamped slipcover, as well as a map of the star system. Role-Playing/Turn-Based/Battle-Centric. EASTER EGGS: Extra Ending: Win the game. Now wait for the credits to roll all the way to the last screen (with the copyright notice). If you wait for another 30 seconds the screen blanks and a "blooper sequence" from a dialogue recording session is loaded in. ©1992 Human Corp., 1993 Working Designs. #WTG990801.

☐ **Y's Book I & II (CD)** **NEC** **\$25/R4**

Developed by Falcom. The beginning of the hugely popular Y's saga, Y's Book I & II is perhaps the most famous game from Falcom. It features RPG-style gameplay with action levels and a great story. Produced separately when the Turbo CD expansion came out, and later provided as a pack-in title with the Turbo Duo. CD-ROM2 format. The retail version came with a faux parchment map which was excluded from the pack-in version of the game. Role-Playing/Third-Person Real-Time. ©1987, 1990 Falcom, 1990 Hudson. #TGXCD1002.

☐ **Y's III: Wanderers From Y's (CD)** **NEC** **\$25/R4**

Developed by Falcom. The second Duo offering of the Y's series. Y's III is more of an action game than the first one. CD-ROM format. Role-Playing/Third-Person Real-Time. ©1990 Falcom, 1991 Hudson. #TGXCD1015.

Total # of items for this section: **44**

Total # of items in all: **962**

HISTORICAL NOTES

Launched in the USA 1989. Original retail price: \$189.

TECHNICAL NOTES

CPU Processor: Hu6280 x 2 (8-bit)

Graphics Processor: custom 16-bit

Processor Speed: 3.6MHz x 3.6MHz, 1.5 MIPS

Screen RAM: 8K + 64K graphics

Screen Resolution: 320 x 256

Color Palette: 512 colors, 16 per sprite

Max Sprites: 64 (size 16 x 16)

Sound: 6 channel stereo

Controllers: TurboTap (or DuoTap) allow up to 5 players on certain games.

Game Media: Cards (HuCards) or Compact Disc with add-on TG-16 CD

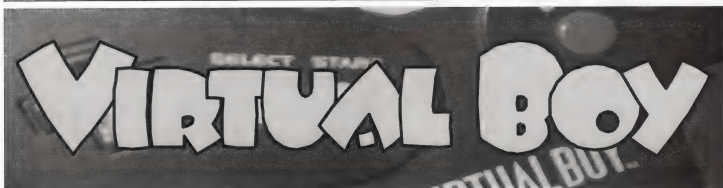
PC Engine HuCards will not play on a TurboGrafx-16, and vice-versa, but all CD software is cross-system compatible.

The type of CD you can play is based on the system card (or BIOS) you have. The System Card 2.0 allows you to play CD-ROM2 games, and the Super System Card 3.0 allows you to play Super CD-ROM games. Then there's the Arcade Card. With this in the slot, you can play

specially designated Arcade Card titles. The Arcade Card effectively adds 2MB to the system.

TurboDuo and PC Engine Duo play anything that the Super System Card 3.0 would allow (everything except Arcade Card games).

There is a PAL system (which is very uncommon) but by using the Turbo Booster, the A/V outputs eliminate the issues you'd normally see using the NTSC system in a PAL-standard country.



The Virtual Boy is a 3-dimensional, cartridge based, stand-alone, immersive, video game system. It has a 32-bit RISC chip that uses separate LED displays, oscillating mirrors and lenses which when picked up by both eyes simultaneously produces a 3-D effect. A parallax effect is achieved by moving the two images closer or farther apart. To put it simply, it's like magic, done with smoke and mirrors.

It debuted on 11/15/94 at The Shoshinkai Exposition in Tokyo, Japan. This was Nintendo's own trade show to line up retailers, wholesalers and interested third parties. The Japanese release was several months later. The US launch occurred in Aug '95. Its original code designation was the VR-32. It was created by the research team headed by the legendary Gunpei (Game Boy) Yokoi. After sales faltered, Mr. Yokoi left or more likely was forced out of Nintendo and he formed his own company. It was shortly thereafter that he lost his life after being struck by a passing vehicle alongside a highway. Sadly, we lost one of the most creative minds in the game industry that day.

Quite a bit of the bad press and word-of-mouth animosity concerned the red display. Either you accepted it or you hated it. The reason they apparently went that route was because true color was not economically feasible. Green monochrome LCD's had a tendency to blur at high speed. Red LED's had better contrast, were cheaper, and a lot easier on the eyes. Another problem was that it wasn't Virtual Reality in the strictest sense. VR is supposed to be a total interactive experience. If you move your head, you should see a continuous view in another direction. You should even be able to see your hands or feet if you look at them. VB only provides an impersonal, dead ahead view. At first it was supposed to be a helmet that strapped onto your head. That idea was scrapped because the portability could have made the user indifferent to traffic, far worse than the Walkman is today. Hence, the stand was adopted and the straps came off. Another design solution they came up with was the Inter Pupil Distance adjustment. Individual eyes could be closer together or farther apart. By setting the slide before playing any game the screen will be aligned to your eyesight. Another public concern was possible eye damage to youngsters who were still developing. Nintendo addressed this issue with a warning that it was not recommended for children under the age of 7. They also recommended that anyone playing for over 30 min. at a clip should take a break.

Most of the corresponding US and Japanese releases were the same except for the obvious language differences in text. The packaging itself was mostly the same. The exceptions are: **Jack Bros.**, **Virtual Force** and the baseball, golf and bowling titles. **Jack Bros.** (Japan) has Jack The Ripper as the third character and the manual is done in portrait format. **Jack Bros.** (US) has Jack Skelton as the third character and the manual is done in the usual landscape format. **Virtual Force** (Japan) is supposedly more difficult than the US version. **Virtual Bowling** (Japan) is a more serious game than the comic book inspired **Nester's Funky Bowling** (US). Besides the name changes the baseball games have different looking players and password systems. The box for **T&E Golf** (Japan) has a 3-D stereogram. One of those computer generated pictures where you have to let your eyes go slightly out of focus to see. No hidden pictures, just trees. Some games were only released in Japan. Some of those games were last minute releases that never got into full production. As a result **Space Invaders**, **Virtual Lab**, **SD Gundam**, and **Virtual Bowling** are



considered rare today.

After the fall of VB, some Japanese games were imported and sold at discount. Some of those games were: **V-Tetris**, **Virtual Fishing**, **T&E Golf** and **Virtual Professional Baseball '95**. There are only rumors of the existence of prototype games. Nintendo kept a tight rein on development. Some games like **Dragon Hopper** and **Bound High** likely exist as they were demonstrated at trade shows.

Blockbuster Video was a major US outlet. Nintendo reasoned that game/system rentals would be a good way to reach potential customers. Toys 'R Us and Blockbuster were set up with kiosk displays in demo mode. Eventually, when VB production was halted, stores dropped their prices to sell off their remaining stock. The last reference to upcoming games was in Nintendo Power (Nov'95).

- Al Backiel



Mario Tennis



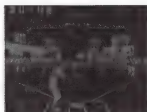
Nester's Funky Bowling



Panic Bomber



Red Alarm



Virtual League Baseball



Wario Land

**Section written and maintained by Al Backiel & Keita Iida.
Edited by Joe Santulli.**

Game Release Notes: We've found that most people kept their boxes (and to some degree, their manuals) so we've priced these out accordingly - as "complete".

U.S. GAME RELEASES

USA

- ☐ **3D Tetris** **Nintendo** **\$25/R5**
Developed by Nintendo. Welltris, but with true 3D. The view is from the top of a well, looking down and juggling falling blocks to form layers. There is also a fill-in mode and a puzzle mode. The puzzle mode does not have a skip level. Recommended, if you are addicted to Tetris. Puzzle/Action. LANDMARK: This was the last game released for the Virtual Boy in the US. **EASTER EGGS:** Complete the puzzle mode and you will see a special animation. **PERIODICALS:** Gamepro rated this game a 3 (out of 5) in Aug '96. Released 03/96. ©1996 Nintendo/T&E Soft. #VUE-VPBE-USA.
- ☐ **Galactic Pinball** **Nintendo** **\$15/R4**
Developed by Nintendo. Pinball action with a choice of 4 different table layouts plus one bonus table. Voice intro, "Welcome to the space world. Let's go!" Has top score memory. A definite blast! Traditional/Video Pinball. LANDMARK: This was a launch title in the US. **EASTER EGGS:** Bonus games: shoot comets & rescue (Colony), shooting bonus & Samus' ship (Cosmic), lucky stars & skull (UFO), rings & alien head (Alien). Bonuses for spelling out name of game. Hey! I just spelled 'COLON'. **PERIODICALS:** Gamepro rated this game a 3.9 (out of 5) in Oct '95. Released 08/14/95. ©1995 Nintendo. #VUE-VGPJ-USA.
- ☐ **Golf** **Nintendo** **\$15/R4**
Developed by T&E Soft. Same game as T&E Virtual Golf. Practice each hole in STROKE or compete in TOURNAMENT. Player chooses club, direction, stance and shot power. Wind is a factor. Watch out for hazards. Nice scenery! Sports/Golf. **EASTER EGGS:** Play as 'HACKER' for greater distance. **PERIODICALS:** Gamepro rated this game 3.5 (out of 5) in Apr '96. Released 11/95. ©1995 T&E Soft. #VUE-VVGE-USA.
- ☐ **Jack Bros.** **Atlus** **\$80/R7**
a.k.a. Devil Busters
Developed by Atlus. Untitled with Halloween characters. The 3rd character in the US version is "Jack Skelton". Password continues. Puzzle/Action. **EASTER EGGS:** To play as a 4th character (fairy), go to password screen and enter '4649'. As the '9' is being accepted, hold down the L & R triggers, Select + A together. Hard Mode: On title screen: press left joy pad thusly: R (6X), L (3X), R (6X). If done correctly, "For Super Players" will appear under title and the levels will have more enemies and look somewhat different. Full map: pause, then on left joy pad - U, L, D, R. **PERIODICALS:** Nintendo Power rated this game a 3.3 (out of 5) in Feb '96. Released 10/95. ©1995 Atlus. #VUE-VJBE-USA.
- ☐ **Mario Clash** **Nintendo** **\$20/R5**
Developed by Nintendo. Mario atop a wall connected by pipes. Jump on turtles to get shell ammo. Has level access. Action/Platform/Fixed Screen. **PERIODICALS:** Gamepro rated this game 3.3 (out of 5) in Mar '96. Released 10/95. ©1995 Nintendo. #VUE-VMCJ-USA.
- ☐ **Mario's Tennis** **Nintendo** **\$2/R1**
a.k.a. Mario's Dream Tennis
Developed by Nintendo. Play singles or doubles as your favorite Mario characters. The boxed version is rarer as it only went out that way to retailers and renters. Sports/Tennis. LANDMARK: This

was the pack-in game (and as such, also a launch title) for this system, prepare to see a lot of 'em. **EASTER EGGS:** Expert mode: When title shows up, press L, L, R, L, R, then SELECT. Pick singles or doubles. The word 'SPECIAL' will be on next screen. **PERIODICALS:** Gamepro rated this game a 4.3 (out of 5) in Oct '95. Released 08/14/95. ©1995 Nintendo. #VUE-VMJTJ-USA.

- ☐ **Nester's Funky Bowling** **Nintendo** **\$30/R6**
Developed by Nintendo. 1 or 2 player bowling. Practice is suggested or else you're gonna bowl terrible. Not the same as Virtual Bowling. Nester was a comic strip that ran in Nintendo Power. Sports/Bowling. **PERIODICALS:** Nintendo Power rated this game a 3.4 (out of 5) in Feb '96. Released 02/96. ©1996 Nintendo. #VUE-VNFE-USA.
- ☐ **Panic Bomber** **Nintendo** **\$15/R4**
a.k.a. Tobidase! Panibon
Developed by Hudson Soft. Tetris juggling. Line up 3 or more of the same icons to clear. Random bombs cause chain reactions. Password continues. Puzzle/Action. **EASTER EGGS:** Enter '1298' to play bosses only. Enter '9782' to play a special game using only 3 major icons. **PERIODICALS:** Gamepro rated this game 3.8 (out of 5) in Mar '96. Released 12/95. ©1995 Hudson Soft. #VUE-VHRE-USA.
- ☐ **Red Alarm** **Nintendo** **\$12/R3 +**
Developed by T&E Soft. Space shooter done in wire-frame graphics. Reminiscent of the Vectrex. Shooter/First-Person Vehicle Shooter. LANDMARK: This was a launch title in the US. **EASTER EGGS:** Easter eggs appear on every level. Take time to go over rooms in detail as soon as you have disposed of the enemy. Here are just a few: a) Ultra Hand - Nintendo's first toy (an extension arm) can be seen by shooting the wall pictures on Stage 1. b) Girl in a bikini - In Stage 2 before attacking the mouth, shoot at ground next to waterfall. c) Mother kangaroo & babies - turn around after entering Stage 2. Watch out the young are very protective of Mom. **PERIODICALS:** Gamepro rated this game a 3.8 (out of 5) in Nov '95. Released 08/14/95. ©1995 T&E Soft. #VUE-VREE-USA.
- ☐ **Teleroboxer** **Nintendo** **\$5/R2**
Developed by Nintendo. Boxing. Human vs. Robot. Each robot has a major weakness. Memorize moves and combinations to be a champ. Sports/Boxing. LANDMARK: This was a launch title in the US. **EASTER EGGS:** Practice punches can be thrown when robot appears during Intro by using L&R triggers. There is a final opponent that looks like a cat. You must remain undefeated to face him. **PERIODICALS:** Gamepro rated this game a 4 (out of 5) in Nov '95. Released 08/14/95. ©1995 Nintendo. #VUE-VTBJ-USA.
- ☐ **Vertical Force** **Nintendo** **\$4/R1**
Developed by Hudson Soft. Vertical space shooter. Collect power-ups to succeed. The US version is supposedly set to an easier skill level than the Japanese. Shooter/Vertical Scrolling. **PERIODICALS:** Gamepro rated this game 2.3 (out of 5) in Apr '96. Released 12/95. ©1995 Hudson Soft. #VUE-VHSE-USA.
- ☐ **Virtual League Baseball** **Kemco** **\$2/R1**
a.k.a. Virtual Pro Yakyu '95
Developed by Kemco. Though it uses different player names & teams, this is the same game as the Japanese title Virtual Pro Yakyu '95. Fielding is difficult. Also known as "Kotobuki System Co. Ltd". Sports/Baseball. **PERIODICALS:** Gamepro rated this game 2.6 (out of 5) in Mar '96. Released 09/95. ©1995 Nintendo. #VUE-VVPP-USA.
- ☐ **Wario Land** **Nintendo** **\$20/R4**
a.k.a. Virtual Boy Wario Land, Wario Cruise
Developed by Nintendo. Super Mario Bros-style action. You can jump from FG to BG. Keys must be turned up to finish levels. Action/Platform/Scrolling Screen. **EASTER EGGS:** There is a second quest that is harder, if you complete first quest with all the

treasures. There are also four different endings which are dependent upon how well you did. PERIODICALS: Gamepro rated this game 4.8 (out of 5) in Mar '96. Released 11/95. ©1995 Nintendo. #VUE-VWCJ-USA.

- Waterworld** **Ocean** **\$35/R6**
Designed by Jason Pumb, Steve Woita. Developed by Ocean. Based on the soggy 1995 Kevin Costner action/sci-fi movie. Based on the action/adventure film starring Kevin Costner. Like puns? Then you can refer to this as Woitaworld, since Steve Woita was a lead programmer. Anyone else see the irony in the fact that this game was manufactured by Ocean? OCEAN? Waterworld? Ahh forget it. Simulation/Sea Vehicle Combat. PERIODICALS: Gamepro rated this game a 2.5 (out of 5) in May '96. Released 12/95. ©1995 MCA/Universal. #VUE-VWEE-USA.

Total # of items for this section: **14**

NON U.S. GAME RELEASES

Japan

- Galactic Pinball** **Nintendo** **\$15/R4**
Developed by Nintendo. Same as US release. Traditional/Video Pinball. EASTER EGGS: See US release. Released 07/21/95. ©1995 Nintendo. #VUE-VGPJ-JPN.
- Insmouse No Yakata** **I'Max** **\$150/R8**
Developed by I'Max. According to super-collector Russ Perry Jr., this game likely derives from an H.P. Lovecraft tale "Innsmouth". Japanese text. Derivative - Find key and exit maze in less than 2 min. Select = map. Orbs = full map or locations of power ups. Passwords given at end of level. Faster completion results in a higher or a lateral move to next level. Ending A is probably the correct one. Engrossing and addictive. Action/Survival Horror. EASTER EGGS: DEMO is a valid, but useless password. Released 10/13/95. ©1995 I'MAX/BE TOP. #VUE-VIMJ-JPN.
- Jack Bros.** **Atlus** **\$25/R5**
a.k.a. Devil Busters
Developed by Atlus. Same as US except the 3rd character in the Japanese version is "Jack Ripper". Manual done in portrait format. Puzzle/Action. EASTER EGGS: See US release. Released 09/29/95. ©1995 Atlus. #VUE-VJBJ-JPN.
- Mario Clash** **Nintendo** **\$20/R3**
Developed by Nintendo. Same as US release. Action/Platform/Fixed Screen. Released 09/28/95. ©1995 Nintendo. #VUE-VMCJ-JPN.
- Mario's Tennis** **Nintendo** **\$5/R2**
a.k.a. Mario's Dream Tennis
Developed by Nintendo. Same as US release. Sports/Tennis. EASTER EGGS: See US release. Released 07/21/95. ©1995 Nintendo. #VUE-VMTJ-JPN.
- Red Alarm** **Nintendo** **\$12/R3**
Developed by T&E Soft. Same as US release. Manual done differently. Shooter/First-Person Vehicle Shooter. EASTER EGGS: See US release. Released 07/21/95. ©1995 T&E Soft. #VUE-VREJ-JPN.
- SD Gundam Dimension War** **Bandai** **\$600/R9**
a.k.a. SD Gundam
Developed by Bandai. Japanese only. Based on the license. Manual is done in portrait style. Objective is to advance on the enemy army and defeat them in battle. Played on a grid with simulated battles based on screen options. Gets to be monotonous. Simulation/Turn-based War/RPG Game. Released 12/22/95. ©1995 Bandai. #VUE-ESDJ-JPN.
- Space Invaders Collection** **Taito** **\$300/R8**
Developed by Taito. Based on the 1978 Taito coin-op. Three basic modes of Space Invaders and its sequel: Challenge, Original 2D and Virtual 3D. The 3D modes are especially challenging. Japan exclusive dammit! Shooter/Fixed-Screen. Released 12/01/95. ©1995 Taito. #VUE-VSPJ-JPN.
- Space Squash** **Coconuts** **\$250/R8**
Developed by Coconuts. Sports game similar to squash, racquetball or handball. Optional special moves. Control is sluggish. Sports/Other Sports. Released 09/28/95. ©1995 Coconuts. #VUE-VSSJ-JPN.
- T&E Virtual Golf** **T&E Soft** **\$12/R3**
a.k.a. Golf
Developed by T&E Soft. Same game as Nintendo's USA release Golf. Japanese text. The box has a 3-D stereogram on it. The manual is done differently. Sports/Golf. EASTER EGGS: See US release. Released 08/11/95. ©1995 T&E Soft. #VUE-VVGJ-JPN.
- Teleroboxer** **Nintendo** **\$12/R3**
Developed by Nintendo. Same as US release. Sports/Boxing. EASTER EGGS: See US release. Released 07/21/95. ©1995 Nintendo. #VUE-VTBJ-JPN.
- Tobidas! Panibon** **Hudson** **\$8/R3**
a.k.a. Panic Bomber
Developed by Hudson Soft. Same as Panic Bomber. Manual is larger and written in comic book style. Puzzle/Action. EASTER EGGS: See US release. Released 07/21/95. ©1995 Hudson Soft. #VUE-VH2J-JPN.
- V Tetris** **Bullet Proof** **\$4/R1**
Developed by Bullet Proof Software. A more traditional version of Tetris. 3D effects in background. Three modes of play. Larger manual. Puzzle/Action. Released 08/25/95. #VUE-VTRJ-JPN.
- Vertical Force** **Hudson** **\$5/R2**
Developed by Hudson Soft. The Japanese version is supposedly set to a harder skill level than the US version. Larger manual. Shooter/Vertical Scrolling. Released 08/12/95. ©1995 Hudson Soft. #VUE-VH3J-JPN.
- Virtual Bowling** **Athena** **\$350/R8**
Developed by Athena. Not the same as Nester's Funky Bowling. This is a more serious game. Standard, tournament and practice modes. Some voice overs. Sports/Bowling. Released 12/22/95. ©1995 Athena. #VUE-VVBJ-JPN.
- Virtual Fishing** **Pack-In Video** **\$50/R7**
Developed by Pack-In Video. The object is to catch the most fish in the allotted time. A = cast. Hold down A to reel in until you get a bite, then release to hook fish. Reel in carefully to land. Graphics are first rate. Sports/Fishing. EASTER EGGS: There are rumors of a "lunker" somewhere in this game. A huge record breaker. Released 10/06/95. ©1995 Pack-In-Video. #VUE-VVFJ-JPN.
- Virtual Lab** **J-Wing** **\$250/R8**
Developed by J-Wing. Similar to Pipe Dream, only now you have to connect what looks like intestines. Lovely! The game looks like a rush job. Too many loose ends, both literally and figuratively. There are passwords given for each level, but no way to input them. Not worth the price you'll have to pay to get one. Puzzle/Action. Released 12/08/95. #VUE-VJVJ-JPN.
- Virtual Pro Yakyu '95** **Kemco** **\$5/R2**
a.k.a. Virtual Professional Baseball '95
Developed by Kemco. Same as US release. Minor differences: players are super-deformed (i.e. big heads), team names. Large style manual. Also known as "Kotobuki System Co. Ltd".

Sports/Baseball. Released 08/11/95. ©1995 Kemco. #VUE-VVPJ-JPN.

- ☐ **Wario Land** **Nintendo** **\$12/R3**
a.k.a. Virtual Boy Wario Land
 Developed by Nintendo. Same as US release.
 Action/Platform/Scrolling Screen. EASTER EGGS: See US release.
 Released 12/01/95. ©1995 Nintendo. #VUE-VWCJ-JPN.
 Total # of items for this section: **19**

PROTOTYPE/ AND ONE OF A KIND/

- ☐ **Bound High** **Nintendo** **\$0/R10**
a.k.a. Bounce High
 Developed by Japan System Supply. The game has been played at E3 and SpaceWorld '95. We want it! Puzzle/Action. #VUE-P-VBHE.
☐ **Dragon Hopper** **Nintendo** **\$0/R10**
 Developed by Nintendo. Prelim screens show that the game looks a lot like a game out of the Zelda series. A working, playable version was seen at E3 in 1996. Role-Playing/Third-Person Real-Time. #VUE-P-VDHE.
☐ **Faceball** **Bullet Proof** **\$0/R10**
 Developed by Bullet Proof Software. Proto board has VUE-(E)BA3A and copyright 1995 Nintendo stamped on it. ©1995 BPS.
☐ **Zero Racers** **Nintendo** **\$0/R10**
a.k.a. G-Zero
 Developed by Nintendo. A working, playable version of this game was seen at E3 1996. Racing/Miscellaneous Racing.
 Total # of items for this section: **4**

HARDWARE AND PERIPHERALS

- ☐ **Console, Virtual Boy** **Nintendo** **\$50/R1**
 Designed by Gunpei Yokoi. Developed by Nintendo. Originally designed as a VR helmet, but stand was seen as a safety compromise. AC adapter recommended. LANDMARK: Nintendo's first foray into "virtual reality". EASTER EGGS: Alignment grid. Put any game in. When title screen shows, press right/joypad & A/B like so: L, B, down, A, up. Normally, lines should not cross.
 PERIODICALS: Electronic Entertainment (Nov '95) game the system 2 1/2 stars. ©1995 Nintendo.
 Total # of items for this section: **1**

JAPAN

- ☐ **Demo Unit, Small (Japan)** **Nintendo** **\$600/R8**
 Developed by Nintendo. Small counter top model. No store cards on side. Mounted on a special base. Came with the first four initial releases. ©1995 Nintendo.
☐ **Headphones, Stereo** **Nintendo** **\$30/R3**
 Developed by Nintendo. The earplug style headphones were sold as an accessory to allow for private listening of the stereo sound. ©1995 Nintendo. #VUE-A-AT.
 Total # of items for this section: **2**

Japan/USA

- ☐ **Demo Unit, Large** **Nintendo** **\$800/R9**
 Developed by Nintendo. Large size floor model kiosk. Store cards on sides. Mounted on a special base. Adjustable height. Lighted 3D mirror sign. ©1995 Nintendo.
☐ **Demo Unit, Medium** **Nintendo** **\$600/R8**
 Developed by Nintendo. Medium size counter top model. Store cards on sides. Mounted on a special base. Lighted 3D mirror sign. Adjustable height. ©1995 Nintendo.
 Total # of items for this section: **2**

USA

- ☐ **AC Adapter Set** **Nintendo** **\$20/R2**
 Developed by Nintendo. The AC Adapter Set consists of what is essentially a SNES power supply plus the AC Adapter Tap which it plugs into. This accessory replaced the battery pack on the controller. #VUE-A-AD.
☐ **AC Adapter Set** **Performance** **\$20/R2**
 Developed by Performance. The unofficial version of the previous by a third party. #P-037.
☐ **Demo Unit, Small (USA)** **Nintendo** **\$300/R7**
 Developed by Nintendo. Small counter top model. Small store cards on sides. Mounted on a special base. ©1995 Nintendo.
☐ **Hard Case** **Nintendo** **\$25/R3**
 Developed by Nintendo. The molded plastic VB carrying case with foam cutouts. Used in stores that rented out the games. They were eventually sold off to customers. Found in both red and black styles with the VB logo. ©1995 Nintendo.
☐ **Soft Case** **Performance** **\$30/R2**
 Developed by Performance. An unofficial third party VB carrying case. It resembles a camera gadget bag and is black with red trim. #P-097.
 Total # of items for this section: **5**

RUMOR MILL

- ☐ **Donkey Kong Country 2** **Rare** **\$0/R0**
a.k.a. VB Donkey Kong Country 2
 Developed by Rare. Project dropped early on. Prototypes unlikely. Rare Ltd. was acquired by Microsoft in 2002.
☐ **Doraemon: Nobita to Dokidoki Obake Land** **Epoch** **\$0/R0**
a.k.a. Doraemon
 Developed by Epoch. Slated for Japan only. Doraemon is a manga character.
☐ **Flying Henry** **Human** **\$0/R0**
a.k.a. Soratobu Henry
 Developed by Human. Slated for Japan only.
☐ **GoldenEye 007** **Nintendo** **\$0/R0**
 Based on the James Bond movie. Screen shot in store brochure.
☐ **Interceptor** **Coconuts** **\$0/R0**
 Developed by Coconuts. Obviously a shooter of some kind.
☐ **J League 3D Stage** **J-Wing** **\$0/R0**
 Developed by J-Wing. Soccer game planned for Japan.
☐ **Mario Kart** **Nintendo** **\$0/R0**
a.k.a. VB Mario Kart

Mario Kart Racing exists on other Nintendo platforms.

- | | | |
|--|---------------------|---------------|
| ☐ Mario Land | Nintendo | \$0/R0 |
| a.k.a. Mario Adventure, VB Mario Land | | |
| Developed by Nintendo. Super Mario Bros. Sequel. | | |
| ☐ Mighty Morphin' Power Rangers | Bandai | \$0/R0 |
| Developed by Nintendo. Based on kid show. Mentioned in Nintendo Power. | | |
| ☐ Night Landing | POW | \$0/R0 |
| Developed by POW. | | |
| ☐ Niko-Chan Battle | Bullet Proof | \$0/R0 |
| Developed by Bullet Proof Software. | | |
| ☐ Out of the Deathmount | J-Wing | \$0/R0 |
| Developed by J-Wing. Supposedly a 2-player link game. | | |
| ☐ Polygo Block | T&E Soft | \$0/R0 |
| a.k.a. Japanese 3D Tetris | | |
| Developed by T&E Soft. Meant to be the Japanese version of the US release 3D Tetris. | | |
| ☐ Protious Zone | Coconuts | \$0/R0 |
| a.k.a. Proteuse Zone | | |
| Developed by Coconuts. | | |
| ☐ Shin Nihon Pro Wrestling | Tomy | \$0/R0 |
| a.k.a. New Japanese Pro Wrestling | | |
| Developed by Tomy. Wrestling matches. | | |
| ☐ Signal Tatto | Unknown | \$0/R0 |
| ☐ Star Fox | Nintendo | \$0/R0 |
| a.k.a. VB Star Fox | | |
| Star Fox exists on other Nintendo platforms. | | |
| ☐ Star Seed | Coconuts | \$0/R0 |
| Developed by Coconuts. | | |
| ☐ Sundays Point | Coconuts | \$0/R0 |
| Developed by Coconuts. | | |
| ☐ V1 Racer | Unknown | \$0/R0 |
| a.k.a. 3D Driving, Night Riding, V-Racer | | |
| Super Monaco GP racing? | | |
| ☐ Virtual Block | Bottom Up | \$0/R0 |
| Developed by Bottom Up. Blockout game? Playable version shown at SpaceWorld. | | |
| ☐ Virtual Bomberman | Hudson | \$0/R0 |
| Developed by Hudson Soft. Another Bomberman sequel. This would be great in 3D. | | |
| ☐ Virtual Dodge Ball | Hector | \$0/R0 |
| a.k.a. Virtual Battle Ball | | |
| Developed by Hector. School sports. | | |
| ☐ Virtual Double Yakuman | VAP Inc | \$0/R0 |
| a.k.a. Virtual Mahjong | | |
| Developed by VAP Inc. Classic match game. | | |
| ☐ Virtual Gunman | Victor | \$0/R0 |
| Developed by Victor Interactive. Sounds like another shooter of some sort. | | |
| ☐ Virtual Jockey | Light | \$0/R0 |
| Developed by Write Staff. | | |

- | | | |
|--|-----------------|---------------|
| ☐ Virtual Pro Yakyu '96 | Kemco | \$0/R0 |
| a.k.a. Virtual Professional Baseball '96 | | |
| Developed by Kemco. Sequel featuring normal instead of super deformed characters. also known as "Kotobuki System Co. Ltd". | | |
| ☐ Wangan Sensen Red City | Asumikku | \$0/R0 |
| a.k.a. Bayside War Line Red City | | |
| Developed by Asumikku. | | |
| ☐ Youjoo Gakuen | Unknown | \$0/R0 |
| a.k.a. Strange Animal School | | |
| Total # of items for this section: 29 | | |

DEMOS, SAMPLERS, & NON GAMES

- | | | |
|--|-----------------|-----------------|
| ☐ Red Alarm | Nintendo | \$100/R8 |
| Developed by Nintendo. Same as released, but with labeled "Not for Resale Demo Only" and "Not for Resale". | | |
| ☐ Virtual Boy Technical Demo | Nintendo | \$0/R0 |
| Developed by Nintendo. Used to display the Virtual Boy's SFX at the 1995 Winter CES. | | |
| ☐ Wario Land | Nintendo | \$100/R8 |
| a.k.a. Virtual Boy Wario Land | | |
| Developed by Nintendo. Same as released, but with labeled "Not for Resale Demo Only" and "Not for Resale". | | |
| Total # of items for this section: 3 | | |
| Total # of items in all: 79 | | |

HISTORICAL NOTES

Launched in the USA 1995. Original retail price: \$179.99.

TECHNICAL NOTES

Processor: NEC V810 RISC (32-bit)
 Processor Speed: 20 Mhz, 18 MIPS
 Memory: 1 Mb DRAM 512 Kb P-SRAM (video)
 Display: RTI dual mirror-scan, high-res LED displays
 Resolution: 384 x 224
 Color Palette: 4 red @ 32 levels of intensity
 Sound: Stereo 16-bit Stereo
 Power: Six AA batteries or AC adapter or rechargeable battery
 Game Media: Cartridges

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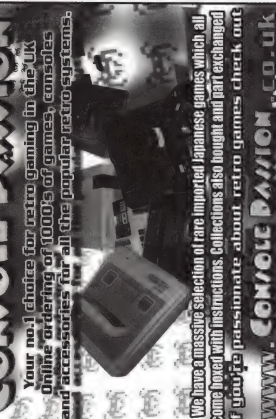
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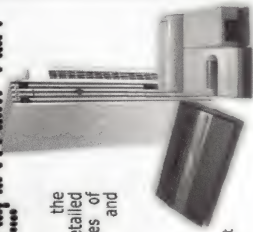
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Atari 2600 to XBOX

Once You Experience 3DO, Everything Else Is Just TV...

Author: William Brian Edwards

The year was 1993, and so far I had enjoyed a long lineage of videogaming. Arcades, the Atari 2600, the Nintendo Entertainment System, the Sega Genesis, and the Sega CD had provided me with countless hours of enjoyment. Could videogaming get any grander? Of course it could!

One day I was walking through the local mall, heading to the Electronics Boutique, when something seemed different. Something was causing a stir. As I drew closer, I saw a crowd of people standing outside of the big bay window. There was full motion video playing, but not the grainy Sega CD kind I was used to. This was VHS quality! I stood there with my mouth open. I watched as CDs flew through space around what looked to be Saturn. Then the planet turned into a name I would forever associate with the Real Player: Crystal Dynamics!

In the store were two TVs hooked up to Panasonic R.E.A.L. players. Another TV had demos running. There was **Total Eclipse**, a space shooter on a distant planet. Was this a video-game or a movie? Then I saw what convinced me that 3DO was the future and deserving of my money: a full screen cartoon of **Batman: The Animated Series!** Warner Bros. believes in the 3DO; how could it fail? I took another look at **Crash 'n Burn**. I had never seen such beautiful graphics running at a breakneck speed before. This put PCs to shame.

I was hooked, but being recently married, I was also broke. How would I convince the wife that we needed this? Excuses started popping into in my head: "It could replace the VCR," or "Why waste money on a CD player? It plays CDs too!" And the infamous "Let's not rush into a house just yet." I quickly ran into the store to see if they had any more left. One lucky 3DO-something guy was at the register with a Real Player. I couldn't wait to be in his place, but then reality hit. There was the sticker – this high tech marvel would set me back \$799.99! This was way out of my price range. Here was another un-touchable system like the Neo-Geo that I would never experience. Unless I got divorced, I would never see this baby above my TV. So I said goodbye to the 3DO that day and watched it from afar.

While I waited for a price reduction, 3DO provided **Way of the Warrior and Road Rash**. After months of waiting and memorizing the brochure (Hey, are those arcade-perfect ports of **Samurai Showdown** and **Street Fighter II** coming soon?) the price finally came down to a barely affordable number. I couldn't wait any longer; it had to be mine for the low, low price of \$399.99! With the wife's blessing and credit card in hand, I headed to the mall. I walked into Electronics Boutique and ordered up a Panasonic FZ-1 R.E.A.L. Player 3DO, **Way of the Warrior**, and **Road Rash**. The kid behind the counter went to the back of the store, and then walked out with my system and games. As he rang me up, he said, "Wow, you sure are lucky. Enjoy your 3DO." I assured him I would.

I played all night until the sun came up. It was a great relationship from there on. I loved my REAL player and 3DO provided many quality titles that kept me busy: **Slayer**, **The Need for**

Speed, **Gex**, **Theme Park**, **Blade Force**, etc. I was a believer in Trip Hawkins's dream until the end. Hey, I was ready to buy the M2 add-on, but alas, it never came out. I watched as Sega Saturn owners, then PlayStation owners, got ports of my games. M2 slowly disappeared off of the covers of game magazines like EGM and Next Generation. Then it was gone.

Ten years have gone by and my collection of systems has grown. My sons enjoy their GameCube and I enjoy a round of **GTA: Vice City** when they go to bed. But every once in a while I take the old 3DO out for a spin, plug a headset into the controller and enjoy some of the magic that 3DO stood for (3DO wasn't an acronym, go figure). The time spent on my 3DO is just as enjoyable as the time spent on the latest multi-purpose game machines offered by the big boys. When you turn on your Xbox/PlayStation 2 to watch the latest blockbuster movie, just remember to thank the little interactive multiplayer that started the big boys thinking – the first CD-only game system that won me over years ago – the 3DO. Sometimes, I miss that magical era in gaming history that 3DO and I shared, but I don't miss the load time.

E.T. Was Good to Me

Author: Lauren Gonzalez

Nine dollars in the early 80s was a whole lot of money. As an unemployed grad student in the year 2004 it's a lot of money, too. But when E.T. came out for the Atari 2600 in 1982, I knew that ten of my hard begged-for dollars would go straight to Activision. I had a system, and I knew that my blue-collar, wage slave parents would have to plan for the purchase, so I needed to work in advance.

Target date: Friday night, mid-month.

I was only 12 years old, but I understood the basics of economics in my working-class home. Mom was paid twice per month and dad was paid once, usually on the first day. Mom's money went for groceries and incidentals, and dad's money went for rent, credit card and car payments. I knew that to get E.T., I had to aim for the incidental budget, not the primary income. They would never sacrifice the electric bill for a video game as they were at least a little bit fiscally responsible. Thank you Adam Smith; this much was clear.

This logic helped me narrow my action date down the second week of the month. I knew the bills would be paid by the 15th, and figured that mom's mid-month check would provide a psychological buffer against any outstanding debt they had, at least for a day or two. I also knew that mom was paid roughly on the 15th, which meant the second Friday of the month. The routine was always the same: Mom would come home from work, change clothes, grab us and we'd all drive to the bank. She would deposit her check, get out enough cash for grocery shopping and dinner, and we'd be on our way to Bonanza, Ponderosa, or some other all-you-can-eat feast hall where the price was right. I'd spend the post-dinner digestive hours knocking quarters into a Frogger machine at the Shop-n-Save while mom and dad bought groceries.

Part of successful manipulative planning is knowing your victim's routine. You must understand each and every twist and turn in the overall plot. I knew that after the bank and the gro-

cery store, mom would be tired and would want to go home. But I needed to somehow squeeze in a trip to K-mart before she resigned from duty. I knew that I couldn't come right out and ask for the E.T. game, but rather I would have to concoct a reason for my visit to the only discount store within 40 miles that I knew would have the game. This was simple: School supplies.

Likewise, I knew I had to choose supplies mom couldn't easily find around the house. Pencils, erasers and pens wouldn't do it; I needed something that would require a special trip. I also realized that I needed to create a reason for visiting K-mart on Friday night as opposed to Saturday afternoon or Sunday after church. I knew that if I waited until Saturday afternoon, mom would be keeping a mental tally of all she spent at the store Friday night, not to mention dinner. I also knew that Sunday after church spending would be minimal, as her last bit of cash would go to the collection basket. I had to act quickly on Friday night, and had very little margin for error. They had to buy my excuse immediately, or I would be without E.T. for another month. The mid-month cycle was perfect and precision was necessary.

A science project. I needed a specific kind of folder for a science project. The teacher, Ms. Luchtfeld, said that K-mart carries them. Why do I need it so fast? I have tons of science homework this weekend and must set up the folder in order to do the rest. It was a task of organization...filing, yes. Ordering, rather. Something to do with species. I knew that by this point mom would lose interest and I'd be on my way to Elliot and E. T. In no time. I knew that once I was in K-mart, getting the game was a no-brainer. I just had to get to K-mart.

Friday night came and I pulled out the science project line. I decided the best time to launch my request would be after dinner (full bellies and before the grocery store spending).

"Oh, mom, I have to go to K-mart to get a folder, er, organizer for science."

"Now? Can't we do this tomorrow?"

"No. I need to work on it tomorrow."

"We can get it in the morning."

"I will need all day. It's a really big project."

"Why do you need a special folder? I didn't see a note."

"Mom, I'm in sixth grade. They don't send notes every time I have homework. I'll just run in really fast."

"Do you know how much it costs?"

(Trick question. If I had known, she would have sent me in with money...just enough to buy the folder I had hypothetically created.)

"No."

"OK. But let's make it fast. I don't want to be at Shop-n-Save until one in the morning."

She was so dramatic. No matter, I scored. We parked about a mile from the entrance, as mom was afraid of people slamming shopping carts into her new car, which was actually a used car, but new to her. We walked silently and quickly towards the

glowing florescent K-mart entrance like the long-limbed, thick skulled aliens in the movie *Close Encounters of the Third Kind*. I felt dirty for my deception, but charged. I was one step closer to E.T. and knew that if a success, I would spend the rest of the night anchored to my Atari.

Once inside, I dashed toward the school supplies, desperate to grab the first folder I could successfully pull off as the special thing I needed for science class. Trapper Keeper. Home run! I grabbed the Trapper Keeper and dashed to the electronics aisle. The games were stored on a hanging rack, lined about 15 deep and 20 wide.

I flipped through the rack and found E.T., and it was actually a couple of dollars cheaper than I expected. I grabbed it and ran back toward my mom, lingering near the entrance by cosmetics. As I'd expected, she had an armload of stuff herself.

"I found it!"

"OK, honey. Let's go then."

"But wait. Mom?"

"Yeah?"

"If I found this one thing on sale and it's a game I really want and on sale and I'll never ask for anything again please! Just want this one time it's so important to me you don't know I'll do anything for it please?"

"Oh, Laurie (heavy sigh and rolls eyes). What is it?"

"It's E.T., mom, like the movie, please? I love it so much. Make it an early Christmas present, OK?"

"How much is it?"

Jackpot. I knew that if I could just get my mom thinking in terms of cost, the rest of the work would be easy. I had also learned by now that when money was tight, the question of cost never came up.

"Uh, like eight dollars. Please? I'll never ask again. I'll pay you back..."

"With what?"

"I dunno. I'll get a job or something, please?"

"Laurie...."

"Please?"

"OK."

My shoulders dropped the weight I carried in and I felt like the luckiest kid in the world. I played E.T. all night (after Shop-n-Save) and all day Saturday, when I wasn't pretending to work on the phony science project. I played E.T. so much, that I mastered the frustrating levitation move. I could also get Elliot back to the mother ship in record time. I knew where the Reece's Pieces were on every level, and could find the signal block to "Phone Home" in seconds. I could play the game in my sleep.

Years later, when I started writing about games for GameSpot, I became aware of the fact that E.T. was a maligned game, "landfill," to many, based on the famous story about excess copies of the game being buried underground since retailers

couldn't even give them away. This was shocking to me, sort of like how it must feel to find out you're adopted after 15 years of happy family life. I felt ripped off. Stunned. E.T. had been only good to me. I spent many hours with that game and practically sold my soul to get it. We couldn't rent games at Hollywood Video or Blockbuster back then, so getting a new one was a big deal, huge, in fact. We were buying software and that was a cool, cool thing.

I guess in retrospect I can see how the game was monotonous and perhaps even poorly made. But while it didn't push millions of polygons or feel like an action movie, it was my best companion for at least six months. I'm sure that if I had it to do over, I would finagle mom into making that trip to K-mart once again. I'd actually like to dig up that Trapper Keeper, too.

Genesis Envy...

Author: Max "The Dragon" Lopez

I was the last kid on my block to buy the Atari 2600. When the Great NES was released, I didn't get one until late in the game. When the Genesis was announced, I decided I wanted to be the first kid in my neighborhood and school to have it. I began to prep my parents and convince them that this was (in my eyes) the end-all and be-all of home systems. My father didn't say much. My mother, on the other hand, didn't like the \$200 price tag. I didn't even want to mention that the game I wanted was \$79.99. **The Revenge of Shinobi**, along with the Genesis, was looming closer as the system's promised release date approached. I was begging and starving myself to save as much money as I could.

The day before the system launch, my mother called from work and told me something I'll never forget. "Go with your father tomorrow and buy the Genesis system and any game you want." Sounds great, right? The only problem was that it wasn't for me. She wanted to buy a birthday gift for the son of one of her girlfriends. I was only being used for my videogame knowledge. I was simply to choose the system and game for this anonymous kid!

I felt terrible on the way to the store. I kept thinking... why would they buy this for someone else's kid and not me? We arrived at the store and my father told me to pick the game and throw the Genesis box in the shopping cart. Then my envy kicked into high gear! No way was this kid getting **The Revenge of Shinobi** while I got stuck with nothing. I told my father: Dad, you know the system comes with a game. This person should be perfectly happy with **Altered Beast**. No need for you to spend the extra \$79.99 on a game, when the unit comes with a perfectly great action adventure game. My father asked me if I was sure. The envy won out and we walked away with just the system.

My mother came home that night and saw me lumped over a chair with my eyes almost in tears. Did you buy the system and game for my friend's son? I answered with a simple, "Yes, Mother." She looked at me and told me with a Beautiful Mother's smile: The system is for you, silly! I almost had a heart attack. I ran to the living room, tore open the box, and hooked up my new Sega Genesis. Then it hit me... NO REVENGE OF SHINOBI!!!! There was a lesson to be learned that

day. I never forgot the price I paid for my envy. I had to wait a few months before I saved enough money to buy my sacred game. Still, I loved my mother for the lesson she taught me. Even so, I was happy to be the first kid in school and in my neighborhood to have the Genesis.

N64 / Mario 64

Author: Rob "Flack" O'Hara

From where I was standing, all I could see were the backs of four or five kids' heads under a neon sign that read "Nintendo 64." Moments later, an adult yelled "Let's go!" from the front of the store. By the tone of her voice I got the impression it wasn't the first time she had yelled it. The group of kids slowly and reluctantly walked away from the display unit, leaving me standing alone in front of a Nintendo 64 for the first time.

I grew up with an Atari 2600 joystick in my lap, and used the same stick on my Commodore 64 for almost another decade. For nearly 20 years I was able to get by with a one-button joystick. No wonder the N64 controller looked foreign to me; it looked like some sort of Star Trek weapon with Skittles glued to it. I grabbed both sides like a steering wheel, only to discover the Z button that I could not reach. I then put both hands in the middle, grabbing the controller like a lightsaber, only to realize that pressing any buttons with this method would most likely involve bending my thumbs completely backwards. I finally ended up with my left hand through the controller and my right hand on the outside; it wasn't comfortable, but at least I could touch all the buttons.

I pressed the start button and watched a cute little 3D rendered introduction to Mario's new world. And then, Mario was standing there in front of me, beckoning me to control him. It wasn't like any other game I'd ever played in my life. The goal was no longer "get from the left hand side of the level to the right." All of a sudden, I was IN Mario's world. It was like watching, no, CONTROLLING a cartoon. In real time.

While I remember thinking that all the buttons on the controller were overwhelming, I found the analog stick particularly fascinating. Barely push it, and Mario would walk. Push it hard and he would run. As I ran around in circles, I realized that there could possibly be "camera issues." I soon found the C buttons, and I became fascinated with them as well. No matter which direction I pushed the analog stick or which button I pressed, Mario smoothly performed my requests.

Soon a crowd of kids much younger than I had formed around me. My wife had long since bought and paid for whatever it was we had come for, and soon she was standing at the front of the store yelling "Let's go!" By the tone in her voice I got the impression it wasn't the first time she had yelled it that night. I slowly and reluctantly began to step away from the machine. The controller gradually slipped away from my fingers, only to be immediately grabbed at by the mob of kids who had gathered around, hoping for their chance to try this new system before someone told them it was time to go as well.

In the car ride home, my wife asked me what I had been doing in the store. "It's a new videogame, it's ... it's like virtual reality Mario," was the best way I could describe it. I hadn't heard the term "3D platformer" before, so I had a hard time explaining

the game. "It's not like you're playing in a game, it's like you're IN the world, it's, I don't know, it's weird, it's uh ..." I paused.

"It's the future of gaming," I finally said.

Multiplayer Lynxing

Author: Ryan "IntvGene" Amos

As a devoted bunch of Atarians, we eagerly awaited the release of the Atari Lynx, poring over magazines, screenshots and buzz until release day. Four of us had pre-ordered Lynxes, trusting Atari yet again, but we never really saw the potential for the Lynx as a "handheld" per se, even though it was often advertised as such. I mean, we saw the specs, we knew just how large this machine was going to be. Instead, we anticipated the system for its multiplayer experience: up to 8 players, each with his own screen. Over our entire Lynxing lifetime, there were a couple of great single player games, but the ones we played the most were easily the amazing multiplayer titles: **Todd's Adventures in Slime World**, **Checked Flag**, **California Games**, **Battle Wheels**, and **Xenophobia**, to name just a few.

Slime World got the most play in the end though, mainly due to its cooperative and competitive deathmatch modes. With four Lynxes between us, most of our games contained two teams of two playing against each other. We initially played with the teams in the same room face-to-face, but it was tough to talk to your teammate and strategize when your enemies were within earshot. So, we decided to play the game in separate rooms, huddled next to the door, with the ComLynx cable running underneath it. This perfected the experience. Finally, we could plan out everything in detail, whispering commands to each other and developing concerted attacks on the weaker foe, trailing enemies, and luring them into traps. Of course, on your screen, it was impossible to tell who was your teammate (all of the other players had the same colored hair), so there were the odd times when you mistook your friend for a foe, and vice versa. But, it all added to the fun in the end, and gave you an excuse to "accidentally" kill off your friends when they let you down. "Oh, that wasn't you, sorry." It was nothing more than pure delight to hear the opposing team members dissent and turn on themselves when you foiled their plans.

Sadly, it's much harder nowadays to get many working Lynxes together, along with all the necessary carts and cords. Most collectors who missed the system the first time around don't realize what Epyx and Atari had brought to gamers, and fail to see the Lynx's full potential for true cooperative and competitive multiplayer gaming, much ahead of its time. Sure, it started a few fights within our group, but looking back, it still provided some of the best gaming moments of our lives.

Importing Used to Be Such a Dirty Word

Author: Mat "Mayhem" Allen

Cast your mind way back... back, in fact, to May 1992. The Super Nintendo was finally being released in Europe and there was much rejoicing. Our house had completely bypassed the 16-bit era up to that point, with the faithful C64 still in much

use and handhelds on the go. No Amiga, no ST—despite the fact most of my friends had upgraded. So, with the release of Nintendo's new wonder machine, my brother and I finally decided to take the plunge.

Most fortuitously, my brother's birthday happened to correspond with the release date. Naturally he badgered our parents to death: can I have an SNES, can I have an SNES, can I have an SNES, and so on. I think they eventually got the message. So one trip down to the shops later, we managed to find a place that still had stock left.

And for a few months we really enjoyed our new PAL console. **Super Mario World** was just so brilliant, **F-Zero** was a breath of fresh air, and **Super Tennis** was incredible fun and a two-player game to boot. Then **Street Fighter 2** appeared in Japan. Unfortunately, with the PAL release way in the distance, it took borrowing a Japanese copy from a friend and buying a converter to satisfy the agony we suffered waiting for it to be released in the UK.

One killer app indeed. And just two months later another one appeared: **Super Mario Kart**. However, there was one subtle difference about this game—the cart used a DSP chip and no converter out there was currently equipped to deal with it, as the cartridge board was longer than normal. Cue frustration and torment. Were we to be denied playing this superb game for at least another 6 months? Were we to be subjected to the tales of how well the game played from the few people who were able to play it because they had purchased foreign consoles? Well, no, as it turned out.

This was the impetus needed for me to get off my behind and go do something about it. I was going to buy an import console. No more waiting, no more agony, no more crappy PAL release schedule. Sounds so easy doesn't it? Well, could you find a place doing that sort of thing in the UK in 1992? Importing was still very much in its infancy here and while some places catered to these tastes, it was all still fairly "hardcore," with prices to match. Something rather out of the budget of myself or my brother.

Then, I happened to chance upon a small shop a few miles from where we lived, advertising that they sold U.S. Super Nintendo consoles and everything you needed to run them in the UK, for a reasonable price. So I hatched a plan with the parents: they would fork over for the new console, and then I'd pay them back by selling our old one. Brilliant! So off we went to the mysterious shop and its fabled contents.

Mysterious is probably about the right word. The "shop," if you could call it that, was basically a counter at the back of a much larger building that sold absolutely no items to do with video-gaming whatsoever. So, approaching the counter with trepidation, we asked them about the U.S. SNES advert. The guy had a quick look under the counter, walked over and talked to his colleague and seemed to get into a bit of debate. I began to wonder if I'd asked for something illegal, something not allowed, and if I was about to get busted for asking for something not supposed to be sold in the UK.

As it turned out, it was nothing of the sort. They had simply had so much response to the ad that they only had one unit left and it was the "display" model. This was no ordinary model

either; it had been RGB modified and came with the necessary cable. They asked if I still wanted it. Do bears crap in the woods? Of course I did! So they found a box for it, got a Mega Drive (Genesis) power supply to use it with as they had no SNES power supplies left, and even threw in an extra game pad – all for the same price my parents had paid for the PAL model several months earlier.

Racing home at breakneck speed, we unpackaged it, plugged it in with our newly acquired U.S. copy of **Super Mario Kart**, and the rest, as they say, is history. I still have the machine. It's turned somewhat yellow over time, and it still looks like a breezeblock, but it's still probably the greatest console ever.

Nothing Beats Growing Up At A Flea Market!

Author: Chris "CmosFM" O'Sullivan

The year was 1991, I was 8, and all I knew was that I loved playing my NES every day after school. I didn't know about other systems, or new ones coming out. I was too young then to care... Mario was all I cared about! That was when my mother told me she landed a job as the manager of our local flea market.

"Flea market?" I questioned. "What's that? I don't like fleas!"

She told me it was a place where people come to sell the old junk that they don't want anymore. Of course, this sounds neat to an 8-year-old so I was pretty excited! What made it even more exciting was the fact that the office she worked in at the market had a back section with a couch, television and all the essentials for living – and that my little brother and I would be able to come up there with her every weekend. Although I wasn't actually allowed to walk around on my own until I was 10, I still enjoyed being there.

1993, age 10: all the next-gen successors to the NES have been released and I didn't know a thing about them! Never heard of them... until I was able to walk the flea market lot alone. I encountered stuff I'd never seen before – games I'd never heard of – and cheap too! I started picking up magazines and reading them, learning about all these new systems and new games, and old systems also, because they were new to me! Sega Genesis? Super NES? Atari? All these games... I wanted them all, but I had no money! I was too young to have money of my own, so of course, to Mother I go! She would give me a little here and there but it wasn't enough to buy all that I wanted, so she suggested I get a job helping out one of the vendors. The pay was small but it was a start. As time went by I began helping more and more people, buying more and more games, and loving the flea market more and more every weekend.

As the years went by and still more systems were released, I noticed something. The regular vendors are still selling old games. While I'm buying games for Game Boy, TurboGrafx-16 and Sega CD, the regulars are still selling NES, Atari, Super NES, and so on. So my little mind gets working! I begin asking them how much they would pay for games. The normal answer is \$2, \$3 sometimes \$4... sounds good to me! So while I'm out on the prowl for my own games I'm also picking up all

the cheap games I can find for \$1 or less... of course this requires some haggling sometimes but it's worth it. I've found my calling! Working, buying and reselling games, and then buying more games for myself! It was the best. In the meantime I discovered pawn shops and thrift stores, and also realized while thrift stores often sell cheap games, pawn shops often give good prices for games. I was a young entrepreneur.

As time went on, new systems came to be and old systems dropped off the radar, but my buying and selling habits continued. By the time I was 16, however, Mother had given up her job at the flea market, and I gave up gaming for a while. I sold everything I had on eBay. I made some good money too, but blew it on junk I never even use – DVDs and such. I eventually got back into gaming when the Xbox was released and I bought into the next generation.

Now, year 2004, age 21 (almost!): I'm an avid gamer, a hardcore collector of old and new, and a true lover of every flea market, pawn shop and thrift store I can find. Nothing beats gaming in the midst of growing up at a flea market.

The Curse of the Green Number 3

Author: Rob "Flack" O'Hara

After a long day of moving into my first apartment, my two best friends and I were ready for a break. The apartment wasn't much more than a glorified hole in the wall, but that hadn't stopped me from cramming it completely full of stuff – a fact my friends reminded me of at least once per trip up the flight of stairs.

Within an hour or so, we had assembled my new entertainment center which consisted of pieces of wood stacked on top of stolen and mismatched milk crates. While unpacking my box of living room stuff, one of my friends ran across my Super Nintendo.

"Dude, I didn't know you had one of these! Let's hook it up!"

While I began hooking up the Super Nintendo, my friends picked up my couch (a heavy sleeper sofa) and moved it in front of my television. When they set it down, I heard a "crack" – one of those cracks that, when you hear it, you instantly realize something just broke.

The three of us looked under the couch and instantly saw what had made that sound. My television remote, once flat, was now "v" shaped with a couch leg sitting in the middle of it. We scooted the couch back and pulled the remote out, but the damage was done. We laughed, tossed it aside, and sat down to begin gaming.

I finished hooking up the SNES, and turned both it and the television on. I returned to the couch, and when the TV warmed up, the three of us sat there looking at a big, green number 3, superimposed over the top of the **Super Mario All-Stars** menu.

"You have to set the channels," my friend said. This was the first time I had turned on the TV set since I moved, and it required you to manually set the channels.

I walked up to the television and read the buttons on the front of the set. "On, Volume Up, Volume Down, Channel Up, Chan-

nel Down," I said.

Slowly, the three of us turned our heads and looked at my remote, which now resembled a taco more than a tortilla.

I tried the "add channel" button on the remote, but it didn't work. In fact, with one of my friends squeezing the remote back together, all we could get to work was "7" and "Volume Up." Neither one was particularly helpful in this situation.

Eventually, we just decided to play. Imagine trying to play **Super Mario Bros.** with a big huge number 3 in the middle of the screen. The 3 stretched to within an inch of the top and bottom of the screen.

On the first level of **SMB3**, the plant that shoots at you from its tube was completely blocked by the 3.

"Look out, the 3 is shooting at you!" I yelled, and my friends began laughing.

Later, we played **Mortal Kombat**. Part of our new strategy was hiding behind the 3 and jumping out at just the right moment. At one point, my friend was foot-sweeping me over and over and you couldn't see him at all.

"That 3 is kicking your butt!" my other friend screamed.

We played SNES deep into the night, laughing and cutting up and trying to see around a big huge number 3 in the middle of the screen that I lived with for the next several years. The Emerson television was not compatible with any of the universal remotes I tried. Worse yet, I called Emerson once and was quoted \$75 for a replacement remote – for a 13" TV!

Believe it or not, I still have that TV. On my fifth wedding anniversary, seven years after this story took place, my wife surprised me with a replacement remote control. After seven years, I was finally freed from the big green 3 that had cursed my television for so many years.

The TV currently resides in the corner of my game room with an NES, SNES, N64 and Sega Genesis all hooked up to it. Whenever I play games on the set, I often think of the big ugly 3 that haunted it for so long.

The remote, however, is kept in a safe place.

School + Games = Earning More Games!

Author: Kevin "RetroYoungen" Schaller

When I was growing up, I was basically babysat by my NES and the family console TV. My parents pushed me to do well in school, however, and when I did I was rewarded. A dollar for an A and fifty cents for a B. That is, until I made it to third grade.

I was never a very good student, but I enjoyed third grade, and I worked hard to do well. And one report card that year made all the work worthwhile: a perfect report card. When my dad saw it he was so proud that right then and there we drove the 20 miles to the nearest Good Guys (back when the store sold games and such). I remember it so well: the two of us walking in and heading straight to the video game section. And

up there on the shelf was what I had longed for: a Game Boy.

My dad took it off the shelf, looked at me and the gigantic goofy smile tattooed on my face, and asked me, "Is this what you want?" I nodded my head as fast as I could. Then he looked to the guy behind the counter and he rang it up. I played that thing forever and a day, and beat the game that came with it (**Super Mario World 2: Six Golden Coins**) over and over again.

I still have that old Game Boy, and it's still in pretty good condition – when you ignore the stickers, the remains of other stickers, marker marks, scratches on the screen, weakened buttons, and I don't know what else – but it still works, and I still play it. It was the first system that was really mine, and I didn't have to share it with my sister or my cousins. I've still got the game, too; the only problem is that I think I might STILL be missing some little hidden extra in there. Now I have to go beat Wario again...

My Dreamcast Store Display Unit

Author: Ronen "OldGuru" Habot

It all started when my son wanted a new game for his PlayStation. We went to the mall on a Saturday afternoon, looking for the game in one of the mall's videogame stores.

We searched for the game and after a while, when we figured out that this store did not carry it, I asked the manager of the store if they had a PlayStation display unit that they did not need. He had to think for a few seconds, and then replied, "PlayStation no, but I have a Dreamcast display unit that I'm right now about to throw away." I tried to stay as calm as I possibly could, and asked to see it.

There it was in the back room, in great condition, with TV and a console. I asked how much he wanted for the entire setup and he replied that he needed to return the system and TV but would give me that display unit for free – but only if I would take it away myself (with my 7-year-old son).

I immediately agreed, and the owner started to take the system and TV off the display unit. After about 15 minutes, he was done and said, "It is all yours; please take it." I asked for a dolly or something similar but he replied that he had none and that I should have thought about that myself (as if I always go to the mall with a dolly in my trunk). When I was not sure what to do next, he said, "Okay, you said that you'll take it, right? Please go ahead now! I cannot have it standing in the middle of the store like that any longer."

At this point, I had no choice, so I carried it myself – bare-handed, in the mall – all the way to the parking lot. It was heavy and big. I had to stop and rest every few steps. People were staring at me and I could see some of them laughing to themselves. One of them even approached me and said that he was following me for a while because he thought that I was carrying away one of the ATM machines that were spread across the mall. I smiled to myself.

After a while, I finally made it to the parking lot. Exhausted but extremely happy, I loaded it into my car and off I went home with this new (and free) find. The only one who was not as excited and happy about it was my wife, who immediately

wanted to know if I was crazy, where would I put it and how much did I pay for it. Thank God I had my son testifying for me...

My Jaguar Story

Author: Brad "Ze_ro" Johnson

By the time October of '93 came around, I was 13 years old and starving for a new video game system. My ColecoVision and C64 just weren't doing it for me, and my Game Boy was barely quenching my thirst. My parents knew I was into video games, so my dad would often pick up a copy of GamePro for me on his way home from work, and even though the magazine had little to offer me (two or three Game Boy reviews at best), I soaked up all the information in the magazine like a sponge. When I was looking through the Oct '93 issue, one article hit me like a ton of bricks: a preview of the Atari Jaguar. I just couldn't take my eyes off of it. Not only was the sleek, black system a sight to behold, but the system had unlimited potential! There was a CD add-on that could play movies, the games could do 3D, and... my God... **Trevor McFur** looks amazing!! Put that in your pipe and smoke it, SNES – this is 64-bit power! I knew right then and there that I had a winner on my hands. This time it would be right. This time, I would get in on the ground floor. How could this thing not succeed? It's made by Atari for crying out loud, and Atari pretty much invented videogames! I was under its spell.

So, over the course of the next year or so, I was completely addicted to the idea of eventually owning this machine. Remember in A Christmas Story how the kid goes on and on about the virtues of the Red Ryder BB gun, and drops subtle (almost subliminal) hints to his parents over and over again? That was me. I did it all. I'd always purposely leave magazines open to pages that showed off what the Jaguar could do, and explain every whiz-bang new feature that the machine was capable of, hoping that it would sway my parents into joining my fantasy. None of that ever works, of course. It's not until you're much older that you realize that parents aren't THAT gullible, but the same tactics had landed me G.I. Joes in the past, so I did it anyway. I was also completely immune to the effects of any other game system. The 3DO? Bah, child's play. The upcoming PlayStation? Pfft! As if Sony could outdo the mighty Atari! Every magazine that had any coverage of the Jaguar or its games was completely dog-eared and tattered soon after I got my hands on it. I could have recited those articles word-for-word if someone had asked me (and boy, did I want them to ask me!)

Even though my brainwashing attempts failed, my parents knew that I was really excited about the system. They eventually relented, and bought me one for my birthday the following year. Man, I don't think I had ever been so excited about anything, and probably haven't been since. Seeing that jet-black box with the cat's eyes on it was a dream come true, and holding the system in my hands was like holding the Holy Grail itself. I hooked up the machine right away, and played **Cybermorph** for the rest of the day. I know most people didn't like **Cybermorph** much, but I was in love.

It wasn't long after, though, before reality started setting in. Pretty much the only place I could obtain new cartridges was a

small, family-run business that traditionally sold Atari STs and Falcons (and eventually they started having some major financial problems of their own), and games were fairly expensive since they had to mail-order them in for me. All my allowances went toward games, and I was able to coax a game or two out of my parents for Christmases and birthdays. It wasn't easy, but I was able to work up a fairly sizable library of Jaguar games, and even managed to talk my parents into buying me the JagCD (How I pulled that one off will forever be a mystery). It was really exciting when we went on trips into the states, where I was actually able to buy cartridges off the shelves in stores like Babbages.

The magazines weren't too fond of the games, and the Saturn and 3DO (my sworn enemy) were getting some awfully nice looking titles (for some reason, I was especially jealous of 3DO's **Way of the Warrior**. If only I had known back then how bad it actually was...). Plus, a lot of the games I had been looking forward to slowly evaporated (no **Mortal Kombat 3**? Nooo!!...). But I was still a true believer. I was quick to correct everyone who had the gall to doubt that the Jaguar was really 64-bit. **Alien vs. Predator** was still crazy fun (even though I had beaten it to the point where I could kill Predators with the shotgun in my sleep), **Tempest 2000** was a sight to behold, **Yak** was a god, and I absolutely loved **Battlemorph**. I was also really excited about **Battlesphere**, the space shooter to end all space shooters that would surely show what the Jaguar was capable of. It was taking its sweet time, but when it came out, I would be there for it.

Eventually, though, I gradually lost interest. I was a survivor of the Atari sale to JTS, but I faced the reality that I would probably never see another new Jaguar release. I started to become interested in computers, and soon most of my videogaming was done in front of a monitor rather than on my Jaguar, but it was still hooked up for the occasional game of **Power Drive Rally**, two-player **Raiden** with my brother, or a game of **Doom** to calm me down when I was angry. Nevertheless, by the time **Battlesphere** finally did come out, I had pretty much stopped paying attention. I still have my Jaguar, as well as everything that I ever got for it... and I still enjoy it, but if nothing else, it serves as a reminder to me of how fickle the videogame industry is. No longer will I buy a system immediately, relying solely on hype. From now on, I'll wait and see what happens before diving in head first.

Of course, the only newer systems I have at the moment are the Dreamcast and the GameCube, so maybe I didn't learn my lesson quite as well as I thought. But oh well, it was a hell of a ride at least.

Sega Dreamcast Lore

Author: John "swlovinist" Hancock

The date was September 9th, 1999. It was the launch date of the Sega Dreamcast and I didn't know what to expect. It was my first day in management at a retail game store. I considered myself fortunate to have a job that paralleled my passion for games. I was a casual collector at the time, my interests being split between games and a few other hobbies, like collecting Star Wars figures, and I was unaware of the effect that day would have.

The doors opened early, at 6 a.m. The crowd was dense, hardcore. Gamers of all types were foaming at the mouth, clamoring over each other for Sega's promised system, the system that was supposed to be beyond the problems of their past. Sales were higher than I had ever seen before... comparable only to the day after Thanksgiving, or Christmas (if you don't know what I'm talking about, you've never been in retail). The store remained packed all day. I didn't have time to really think about what was happening. By the end of the day, exhausted, my head swimming, I came to two realizations: A) Sega pulled out all the stops on this machine, and B) I had to have one! Gimme!

Fast forward six months; I now had a stable income, so I decided to buy a Dreamcast. I was lucky enough to get a system in good shape with the original box, an extra controller, a VMU and one game: **Soul Calibur**. It's just as funny to me that people paid up to \$700 at the time of launch for Dreamcast paraphernalia as it is funny that I only paid \$175 and that it was considered a GOOD DEAL!

Soon after my purchase, my free time was no longer my own. It belonged to Dreamcast. Endless hours were spent on **Soul Calibur**, and to be quite honest, I must have played over 1,000 hours on that game in a period of six months. Playing-wise, I didn't care about any other game at the time. Collecting-wise, I was still building momentum. When the desire to constantly play **SC** had subsided, I borrowed various other games from the store and really tested the capabilities of the system. While I spent so much time with **Soul Calibur**, I was replacing my usual RPG fix with a fighting game, but when I stopped playing **SC**, I started experiencing withdrawal. I hadn't played an RPG in over half a year. I needed one quickly, so I took a look at what was available and saw that an old favorite of mine was getting a serious upgrade. **Phantasy Star Online** was not the traditional RPG I was used to, but more like a sci-fi, 3D **Diablo** hunt.

My schedule changed after I got **PSO**. I would get up in the morning, play **PSO**. Go to work, think about **PSO**. Come home, play **PSO**. Go to sleep, dream about **PSO**. It was a vicious, vicious cycle... and I loved every minute of it. I was excited about the Dreamcast's built-in modem and was anxious to try SegaNet. The experience was very positive due to the fact that I could play it for free, an aspect of online gaming that is sorely needed today.

After a year of working in a retail game environment, I had to leave (with regret) to pursue my teaching credentials. I would once again become a poor college student. Fortune smiled upon me though, as I landed a job at a pawn shop that specialized in movies, music and most importantly, videogames. My time there was a mixed bag. On one hand, it was not an ideal job with which to support myself, but on the other hand, it fueled my collection to heights I had never reached before. This was also to be my last hurrah with the Dreamcast.

I started to notice the clearance signs and markdowns. Dreamcast games were being discounted left and right. While I felt odd about it happening so fast, in my heart I knew it was coming. I remembered the fate of the TurboGrafx and realized I was not going to stand idly by and let all those Dreamcast games slip through my fingers. I quickly and efficiently

(without using any Internet help, by the way) ninja'd several titles that I deemed were either going to be rare, were rare at the time, or were games I would want to play in the future. Mostly I grabbed the 2D fighters that seemed to appear in a flash before disappearing just as quickly.

Although the Dreamcast wasn't around for long, it showcased excellent gameplay and was a pioneer for next-gen, 128-bit gaming. Sometime in late 2001, Sega announced that it would stop producing Dreamcast consoles, and soon after the console was disappearing everywhere. To me the Dreamcast was and is a wonderful system, and I like to think that it withdrew gracefully rather than fail.

Sega Saturn Lore

Author: John "swlovinist" Hancock

When the Saturn was released in the mid '90s, I had convinced myself that I no longer cared about Sega. I was still stinging from my experience with the 32X and all the unfulfilled promises Sega had made. It was a bad time for videogames, and that was reflected within my own collection. I had veered away from the new systems due to lack of interest and funds. I was a college student at the time and money was tight as always. If you had asked me what a 3DO was at the time, I am sad to say my response would have been, "3Dwhatnow?"

A full year passed me by as my studies took up all of my time. I was unsure as to how I actually felt about gaming. I didn't think I had outgrown my obsession, but my interest was dormant. I finally decided to buy a used PlayStation in 1997, as it was killing the Saturn in the marketplace, and best of all to my bruised ego: it wasn't Sega. I turned my nose up at the Saturn at first, not knowing its true potential or alter-ego in Japan. I passed massive discount bins full of Saturn games, scoffing at markdowns and clearance items. Deals I would wet myself in childish glee over now, I was turning down without even looking... I, John Hancock, didn't even stir the top layer of games, let alone do the bin diving I was used to. I had fallen for Sega, and they had failed to catch me. Bitter and angry, I vowed not to fall for the Sega trap again.

Fast forward to the fall of 1999 with my newly acquired retail game job at a major chain; I was employed shoulder-to-shoulder with probably one of the biggest Sega fans of all time. Every day when I came to work: "Sega Saturn this, Sega Saturn that..." My friend wouldn't shut up about what the Sega Saturn DID. All I could think was, "Did they do anything?" But instead of arguing with Curt, I listened to his side; he was, after all, a hardcore gamer and I had to respect his opinion. Curt sensed my close-mindedness about Sega and instead of TELLING me how great they were, he showed me, and made me a believer once again. After 100 or so rounds of intense 2D fighting action, I saw one of the Saturn's strong points. Even though I was beaten mercilessly, my ass handed back to me on a silver platter, I loved every single minute of **Street Fighter Alpha 2**.

The next few sessions of gaming at Curt's house allowed me to test the waters again slowly. He had snagged my attention with 2D fighting, and then went in for the kill with my weakness... RPGs. Not only did I find out that Working Designs

made games for the Saturn, THEY MADE KILLER GAMES FOR THE SATURN. After Curt showed me a couple of hours of **Dragon Force**, I had to get one. The only problem was revenue.

I was still going to school, only now I was going to harder school. I was working on my teaching credential, and my funds were low for game collecting. I was looking to find a way to make more money when a friend told me about eBay, an online place where you could sell stuff to the world. I didn't know a lot about computers – I didn't even know how to post pictures! All I knew is that this was a way I could use my knowledge of games to make some extra dough. Within nine months, I had acquired an account and started posting things. The money started rolling in, and so did my gaming collection.

Now it was late 2000, and I was at a place financially to acquire the Saturn stuff I wanted. By now, Saturn games had long been cleared out everywhere; so finding them was going to be a problem. eBay, not yet a household name, provided the games I needed, but was definitely a seller's market, and most prized Saturn stuff was out of my price range. Luckily, my collecting karma was moments away from paying off in spades. I had a unique friend who was in a bind. She needed money and had to sell her entire Saturn collection to pay her rent. Several hundred dollars later, I scored the ENTIRE WORKING DESIGNS COLLECTION for the Saturn, including **Shining Force III**, a boxed Saturn, and several other various RPGs. It was a good deal, I felt I didn't rip her off, and I got some premium gaming gold. My Saturn collection was off to a fantastic start.

After the sudden influx of prime Saturn games, my collection went into a stall. Part of it was availability, but mostly it was because I was collecting so many games for other systems. Though I feel guilty for not giving the Saturn the love that no one else was giving it either, I embraced its descendant with open arms; I still favor the Dreamcast to this day.

To many, the Saturn was Sega's self-inflicted death blow (in America at least), but I will always view it with fond remembrance as the spark that rekindled my love affair with the company that first gave me the gamer's bug.

Sega 32X Lore

Author: John "swlovinist" Hancock

During my Sega phase of the early nineties, I enjoyed many games and products proffered by that company. But by the end of 1994, my Sega machines were starting to lose their luster. No longer did I spend hours playing **Dark Wizard** on the Sega CD, no longer did the Genesis hold that same thrill I used to feel every time I saw it.

Hope gleaned from the pages of EGM, my favorite rag at the time, in the form of Sega's new attempt at capturing my valuable interest. They were promoting a new add-on for the Genesis that would bridge the gap between the previous 16-bit systems and the next-gen 32-bit systems that were either already out, or soon to be. This new device would pop into the top of your Genesis and double – freaking DOUBLE – the Genesis's already amazing processing power!

I was a college student at the time so I didn't have a lot of money to burn, and I knew the next-generation systems were going to put the serious hurt on whatever funds I could muster. If I could spend a little cash and get something that could be played on my current Sega setup, it would save me a lot of money and it would float me 'til I could afford a newer system. It seemed the perfect solution.

Since I was a **Star Wars** fan, I noticed that one of the titles that was advertised heavily for the 32X was **Star Wars Arcade**. I eagerly went to Toys 'R' Us, cash in hand, ready to buy. I noticed already that the 32X had been reduced to \$99. Score one for me! What should have been a red flag was skipped over by my subconscious and all I could see was that I was getting out of this cheaper than I thought. I rushed down the aisle and grabbed **Star Wars** and **Virtua Racing**. I thought I was getting a stellar deal because the Genesis **Virtua Racing** cart had a special SVP chip that, while greatly enhancing the polygonal power of the Genesis, also greatly enhanced the price to one hundred dollars. I figured if I bought the 32X version for \$60, that's a savings of over forty dollars. It seemed like the 32X was the best thing for my pocketbook since the invention of Ramen noodles.

At first, I was content with my 200+ dollar investment at Toys 'R' Us. **Star Wars** seemed to play fine, although I didn't play it like I used to play my Genesis and Sega CD. I felt that **Virtua Racing** was just okay and that the \$60 could have been better spent on something else.

While my ardor for this brand new system cooled a bit after playing some run-of-the-mill games, I was still hot to see what it could do – only to have Sega tear my heart out and heel-stomp it month, after month, after month, with no new games appealing to me in the slightest. After experiencing RPG heaven from both my SNES and Sega CD, I wanted more than primitive, polygonal poo, or slightly upgraded Genesis games that still didn't hold a candle to the graphical power of the SNES. I continued to try to support the system even though it started to disappoint me. I bought other games like **Cosmic Carnage** and **Afterburner**, only to realize that I may have made a huge mistake.

By the end of summer '95 I had about given up on Sega and its failed attempt to capture my devotion, and successful attempt to waste my money. It is unclear in my memory how I came to get rid of my Sega CD and entire Sega setup; however, I can say with some degree of certainty that the 32X must have pissed me off so badly that I scrapped the whole lot in a defiant rage at the company that once held my gamer's heart in its hand... and crushed it like a grape.

Not until years later, when Sega released its Dreamcast console, did the fire of my righteous anger diminish and my interest was once again renewed. A good friend, John Slavin, knew I was collecting heavily again, and donated his entire 32X collection to me. Luckily, John is as anal as I am and kept the games in pristine condition. With the addition of John's collection to mine, I was only a few games away from a complete 32X library. I can say now that the 32X is the first system for which I owned a complete set, and it sits now as a reminder of what was.

Sega CD Lore

Author: John "swlovinist" Hancock

Of all the systems, funny enough the Sega CD holds the most nostalgia for me. It was the one system that my senior high school friends and I played for hours on end, day in and day out, in rotating shifts. The enjoyment wasn't from hype, it wasn't from popularity, and it wasn't from advertising, obviously. It was from sitting down and looking beyond the reviews and actually playing the game thoroughly. Me, my neon green Nikes and Day-Glo Hammer pants were in game heaven.

It was the height of my Sega phase, I was nearing the end of high school and I was completely satisfied with my Genesis. The Sega CD had been out for a while but was too expensive for me to buy. Then, suddenly, Toys 'R' Us was selling one for \$100, which was in my price range due to my first actual job ("Can I help you to your car with that, Ma'am?"). I didn't know at the time that the price drop was in direct correlation with the Sega CD's disappointing sales figures, but it wouldn't have mattered; it was only 100 bones.

I didn't buy many games, but the ones I chose were among the best. Of all the games to start with, **Dark Wizard** was a rather obscure choice, but I did not regret spending a whopping 5 bucks on the copy sitting in the clearance bin. Over one hundred hours later, and several tardy warnings from my boss, I beat the game with my friends. I remember it very clearly: going to work, getting off, going to my friend's house and pulling an all-nighter on **Dark Wizard**. While I was at work my friends would play. This schedule would be repeated for roughly two months. After we finally beat the game, the question became, "What are we going to play now?" The answer was chosen by my friend Mike, who thought that **Eternal Champions**, a fighting game, would be a good repose from the RPG mayhem. I thought the all-night game sessions would be over; however, I couldn't have been more wrong if I had said the earth was flat.

My love for the Sega CD continued through the summer and into my freshman year in college. By now I was deeply engrossed in **Shining Force CD**, another turn-based, strategy RPG that sucked my life from me. Presently, I noticed Toys 'R' Us was selling fewer and fewer Sega CD games, and the ones they did carry were, shall we say, sub-par. I did manage to score some gem titles like **Sonic CD** and **Lunar: The Silver Star** at rock-bottom prices, but, unfortunately, this was the last time I would see bright, shiny, shrink-wrapped Sega CD games in any large number.

I just wasn't playing my Sega CD. I was seeing my friends less and less, and the system had started to lose its appeal (which was greatly enhanced by multiplayer fun). I still liked the system, but my interests were branching off into other areas, such as college... and the ladies.

My recollection of how I came to get rid of my Sega CD is fuzzy; I can only assume the event was so traumatic to me that my subconscious purposefully blocked the memory. All I know is that I have bought and sold my Sega CD collection twice, but the third time's a charm. Several years passed and I was working at my second game store. I was able to buy a

Sega CDX and **Sonic CD**. It rekindled my forgotten love for the system and I was able to squeeze the blood from a turnip and clean out all the Sega CD games from the small town where I lived. I even went as far as trading friends for the games they swore they would never get rid of. I assured them the games would have a good home, and I still have many of the actual copies I played in high school. I am now reaching the end of completing my collection; and, although many would laugh at the system, my memories of it are near and dear to my heart.

Gradius III and Me

Author: Rob "Dire 51"

1991. After reading and reading about the Super NES for almost a year, the system was finally a reality. It was here, now, and my best friend Chris had one. Got it the day it was released too – sure, he only had **Super Mario World**, but he was so engrossed in the game that it was all he needed for a time.

However, both of us were huge Konami fans. Together we drooled over the preliminary screenshots of **Super Castlevania IV**, **Legend of the Mystical Ninja**, and most importantly to us, **Gradius III**. We both loved the series, despite only having played the NES versions of **Gradius** and **Life Force**. The news that **Gradius III** was going to be Konami's first release for the SNES had us both chomping at the bit. One day, while walking through the mall after school, we were lucky enough to catch a glimpse of **Gradius III** – one of the stages was being shown on a Babbages preview tape, and for the next few minutes we just stood there and stared at the screen, our jaws hanging just a few inches off the floor. We walked away from Babbages more excited about it than ever.

A few weeks passed. Usually I would hitch a ride home with Chris from high school when his mom came to get him, but today he had band practice, and I really didn't feel like hanging around school for a couple of extra hours, so I swallowed my pride, hopped on board the cheesewagon, and went home. A few hours later, I received a call from Chris. He sounded excited about something... unusually excited.

"Dude, you should have stuck around and gotten a ride home with me," he said.

"Why? What's up?"

I could hear something playing in the background, but I didn't know what it was.

"We stopped at Wal-Mart on the way home, and guess what I got?"

That's when it clicked. Why else would he be so excited?

"You didn't!" I practically shouted. "It's out?"

"It just came out today! I had to talk my mom into letting me get it, and she finally said okay. IT'S AWESOME!!!"

My heart skipped a beat. I knew I had to get over to his place, pronto. Luckily, he was one step ahead of me. He'd already asked his parents if I could come over for a while to play the game and have dinner with them. All I had to do was ask my parents if I could go, and if they said yes, his dad would come

by to get me.

My parents said yes, and within a half hour I was walking into Chris's room. The SNES was off, but the game was in the system, and the box was sitting right next to the TV. I picked it up and devoured every inch of it... that sweet logo, the beautiful cover artwork, the tantalizing story, those beautiful screen shots...

And I was going to play it. I WAS GOING TO PLAY IT.

Chris smiled, and without a word turned the power on. Immediately a white grid came up on the screen. "Is that normal?" I whispered. He nodded yes, but said nothing. That's when a neon purple laser beam flashed across the screen and scrolled downward to reveal the Konami logo. SWEET.

Then there was nothing.

Suddenly two rows of lights lit up, and a deep humming started. The interior of a hangar bay slowly lit up as the music kicked in, and there, descending into place, being held by two docking clamps – the Vic Viper. It looked beautiful. The bottom of the hangar bay opened up, and the Vic Viper continued to descend. Then the scene switched to a side view of deep space, and the lower hull of a gigantic spacecraft. The Vic Viper was still descending, but then it stopped, the docking clamps disengaged, and it was floating freely in space. The music faded away, and then, with a roar that shook Chris's stereo speakers, the Vic Viper's engines activated, and it shot towards the right side of the screen like it had been launched from a cannon. The scene changed again, to show a view of several planets, and the Vic Viper roared by overhead, descending toward the nearest one. At the same time, the **Gradius III** logo faded in. With a flash it solidified, and a short heroic-sounding theme played.

At this point I almost had to force my mouth to close. What I had just seen was amazing. Chris handed me the controller, and, despite the slight trembling in my hands, I pressed START... and the rest is history. I knew at that point that I had to get an SNES, if for no other reason to own **Gradius III**. Sure enough, when I finally did get an SNES almost a year later, **Gradius III** was one of the first three games I bought for it, along with **Super Castlevania IV** and **Contra III: The Alien Wars** (told you I was a huge Konami fan). Until mid-'04, when I unfortunately had to sell off my collection, I still had my SNES and my original copy of **Gradius III**, which was and always will be my favorite SNES game of all time.

Birthday Paradise... Turned Horror

Author: Matt "Gamereviewgod" Paprocki

It was a balmy night at my friend Tony's house. His lack of air conditioning made the entire scene more tense as game 7 of the Sega Genesis **NBA Live '96** Finals went underway. The Orlando Magic, with their centerpiece Shaquille O'Neal, faced off against me with a perfect Bulls team, featuring a created Michael Jordan sent from the heavens (yes, we managed to move Florida over to the west thanks to the game's customization features).

It was a few days after Tony's birthday. On preceding days, we had played through the entire playoff series on his brand new

TV, a 20-inch RCA. The game came with the TV as a package deal, a great birthday if there ever was one. After we both amassed near-perfect season records on the previous edition of the series, we both decided it was time for a final battle. Very few of the games were tense in the playoff brackets and neither of us lost a game, a testament to EA's wonderful AI programming. Why we actually PLAYED through the entire playoff bracket in the first place is still a mystery, but the time had finally come. Six battles down, one to go.

Orlando has the home court for reasons unknown. Jordan and the rebuilding Bulls got off to a furious start, building a quick 20-point lead in the first half. Shaq was off, 2-10 from the floor if I remember correctly. The fourth quarter proved to be the turning point as the 20-point lead had all but disappeared.

It was getting to be late in the evening, probably around midnight. Both of Tony's parents slept while the fourth quarter anarchy began. How anyone could sleep in this situation was baffling to us at the time, but we ventured on. With a minute to go, Jordan had fouled out with a four-point Bulls lead. We fought for the entire minute, rattling our brains trying to figure out who should be on the floor. Fouls and time outs were frequent, but with 2 seconds on the clock, I nailed a 10-footer to go back up by two. Tony, depleted of time outs, frantically passes the ball in bounds to Shaq. From 70+ feet away, it happened.

"Shaq, for three! IT'S GOOD! IT'S GOOD!!!"

In what still stands as the most enraged moment of my life, ever, I fling his 6-button controller across the room while screaming an expletive I shall not repeat. The controller, moving faster than it ever had before, hits squarely on the new TV's cheap plastic power button, shattering it into countless pieces.

As we both stand there, completely overtaken by the events, we glance at each other. It was just one of "those" moments when you just break down laughing because you know how screwed you really are. Even worse, the loud expletive and controller busting woke up Tony's dad. Since he worked an early shift, he was none too pleased. The game was taken from us after much bantering and non-laughing. Tony didn't see the game again for at least a week.

The TV still worked thankfully, although it did take a pencil to turn it on. It took Tony about two weeks to talk to me after that, but he eventually came around. Shockingly, that 6-button still works too. He gave it to me when he sold his Genny a few years back. We recognized it from the mark on the side. Yes, I still have a tendency to toss a controller, but I'll most certainly throw them in the opposite direction of my TV from now on. I've made certain of it ever since.



After Burner



BC Racers



Blackthorne



Danxide



Doom



FIFA 96



Knuckles Chaotix



Kolibri



Shadow Squadron



Spider-Man



Star Trek



Star Wars



T-Mek



Virtua Fighter



Virtua Racing



World Series Baseball



Crash n Burn



Daedalus Encounter



Psychic Detective



Foes of Ali



Madden Football



Need for Speed



Night Trap



Plumbers Don't Wear Ties



Road Rash



Samurai Shodown



Shockwave 2



Slayer



Slopestyle



Star Fighter



VR Stalker



Way of the Warrior



Blade Force



Captain Quazar



Crash n Burn



Daedalus Encounter



Dinopark Tycoon



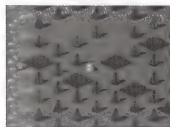
Doom



Foes of Ali



Guardian Wars



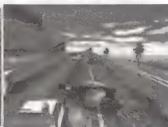
Icebreaker



Killing Time



Lucienne's Quest



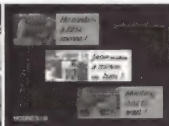
Need for Speed



Neurodancer



Olympic Summer Games



Plumbers Don't...



Quarantine



Road Rash



Scramble Cobra



Shock Wave 2



Star Control 2



Star Fighter



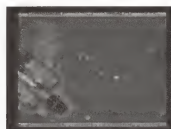
Trip'd



Twisted



Way of the Warrior



Alien Breed



Arcade Pool



Brutal Football



Cannon Fodder



Chaos Engine



Deep Core



Exile



Frontier



Gloom



Guardian



IK+



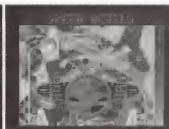
Liberation



Microcosm



Myth



Pinball Fantasies



Pinball Illusions



Roadkill



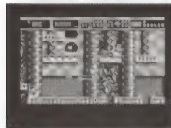
Shadow



Simon the Sorcerer



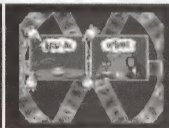
Super League



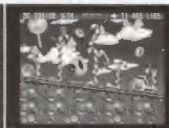
Super Putty



Total Carnage



Trivial Pursuit



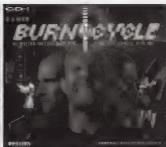
Zool



7th Guest



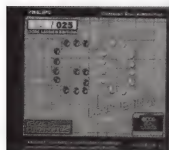
Axis and Allies



Burn Cycle



Dragon's Lair II



GO Special Edition



Hotel Mario



Joker's Wild



Link Faces of Evil



Pac Panic



Shaolin's Road



Tetsuo Gaiden



Thunder in Paradise



Titanic



Voyeur



Zelda Wand of Gamelon



Zelda's Adventure



4x4 Evolution



Army Men



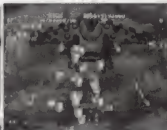
Crazy Taxi



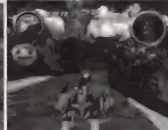
DOA 2



Ecco the Dolphin



Garguing



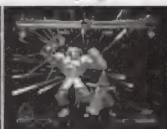
Hydro Thunder



Jet Grind Radio



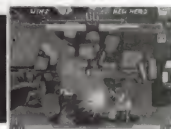
King of Fighters



Last Blade 2



Mars Matrix



Marvel vs Capcom



Phantasy Star Online



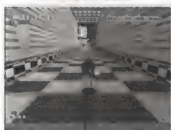
Rush 2049



Sega Marine Fishing



Shenmue



Sonic Adventure



Soul Calibur



Space Channel 5



Test Drive 6



Toy Commander



V-Rally 2



WWF Royal Rumble



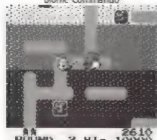
Zombie Revenge



Adventure Island 2



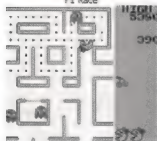
Bionic Commando



Dig Dug



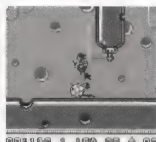
F1 Race



Ms. Pac Man



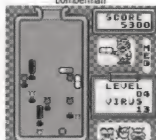
Tetris Attack



Alfred Chicken



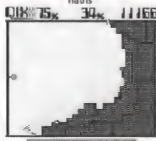
Bomberman



Dr. Mario



Hatris



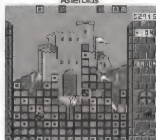
Qix



Yoshi



Asteroids



Breakthru



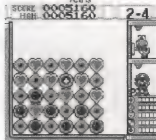
Earthworm Jim



Kid Icarus



Tetris



Yoshi's Cookoo



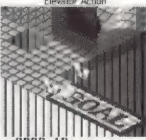
Battleship



Cool Soot



Elevator Action



Marble Madness



Tetris 2



Zelda Link to the Past



Mean Bean Machine



Mortal Kombat



Ms. Pac-Man



Pac Attack



Pengo



Sonic the Hedgehog



Sonic Blast



Sonic Chaos



Sonic Drift 2



Sonic Labyrinth



Sonic Spinball



Sonic Triple Trouble



Star Wars



Streets of Rage 2



Strider Returns



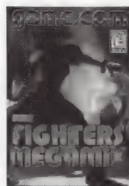
Tails Adventure



Batman and Robin



Duke Nukem 3D



Fighters Megamix



Frogger



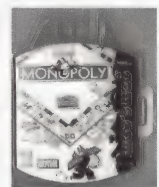
Henry



Indy 500



Lost World Jurassic Park



Monopoly



Mortal Kombat Trilogy



Quiz Wiz



Resident Evil 2



Scrabble



Sonic Jam



Tiger Casino



Wheel of Fortune



Williams Arcade Classics



Aero the Acrobat 2



Date Before Christmas



Death and Return of Superman



Double Dragon



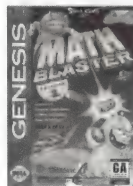
Gunstar Heroes



Herzog Zwei



Master of Monsters



Math Blaster



McDonald's Treasure Land



Minnesota Fats



MUSHA



Operation Europe



Pac Attack



Phantasy Star III



Pirates! Gold



Rolo to the Rescue



Castle of Illusion



Castlevania



Comix Zone



Dynamite Headdy



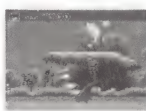
Earthworm Jim



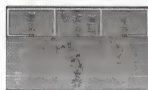
Ghouls n Ghosts



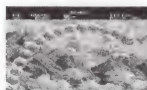
Golden Axe



Gunstar Heroes



Madden '93



Lightning Force



Mega Bomberman



Outlander



Phantasy Star II



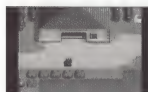
Pirates! Gold



Road Rash II



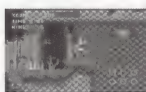
Rocket Knight Adventures



Shining Force II



Sonic 2



Sonic and Knuckles



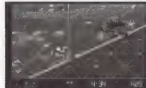
Streets of Rage 2



Thunder Force 3



ToeJam & Earl



Vectorman



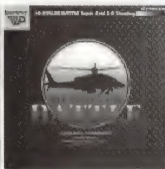
Warsong



Don Quixote



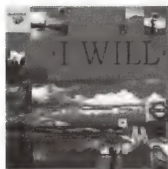
Ghost Rush



Hi Roller Battle



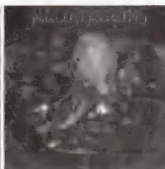
Hyperion



I Will



Manhattan Requiem



Melon Brains



Pretty Illusion



Pyramid Patrol



Quiz Econosaurus



Road Prosecutor



Rocket Coaster



Space Berserker



Triad Stone



Vajra



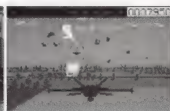
Virtual Cameraman



APB



Basketbrawl



Blue Lightning



Checkered Flag



Crystal Mines 2



Dinolympics



Double Dragons



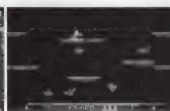
Eye of the Beholder



Hard Drivin'



Hydra



Joust



Krazy Ace



Ms Pac Man



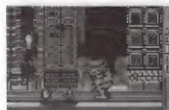
Ninja Gaiden



Pac Land



Paperboy



Rampage



Road Riot



Super Missile Command



Super Off Road



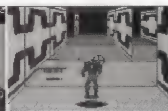
Slime World



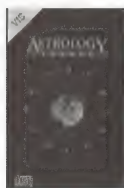
Toki



Xenophobe



Xybots



Astrology Source



Hosea Freeman



Links



Meeting of Minds



Mosaic Magic



Mutanoid Math



Our House



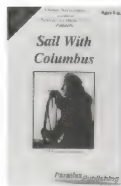
Playing With Language - Japanese



Race the Clock



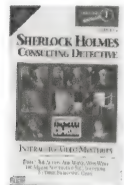
Rodney's Funscreen



Sail With Columbus



Sherlock Holmes 2



Sherlock Holmes



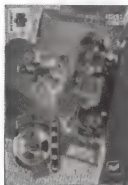
The Manhole



The Vampire's Coffin



Wild Animals



Blast Corps



Conker's Bad Fur Day



Diddy Kong Racing



Goldeneye 007



Indiana Jones Infernal Machine



Mario Kart 64



Ogre Battle 64



Paper Mario



Perfect Dark



Rat Attack



Razor



Resident Evil 2



Robotron 2094



Starcraft 64



Wrestlemania 2000



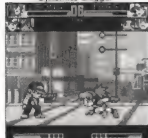
Zelda Majica's Mask



Baseball Stars



Dynamite Slugger



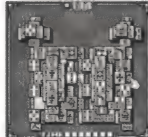
King of Fighters R2



Neo Cherry Master



Pac Man



Shanghai



Big Darts Wrestling



Fasola



Last Blade



Neo Derby Champ



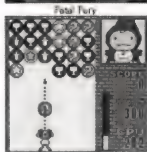
Pocket Reversi



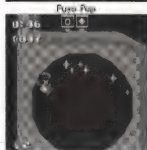
SNK vs Capcom Card



Bomberman Union



Neo Geo Cup



Pocket Sonic



Neo Turf Masters



Adventures in Letter Land



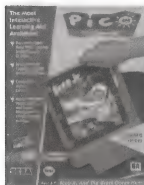
Alphabet Avenue



Berenstain Bears



Crayola Crayons



Ecco Jr



Great Counting Caper



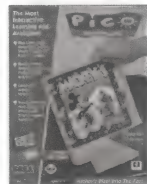
Huckle and Lowly



Magic Crayons



Magic School Bus



Mickey's Blast



Musical Zoo



Paper's Puzzles



Pocahontas



Smart Alex Smart Alice



Sonic Game World



Tails Music Maker



A-Train



Braindead 13



Discworld



Geom Cube



Gunship



In the Hunt



King's Field



Krazy Ivan



Lemmings



Philoma



PO'ed



Psychic Detective



Return Fire



Road Rash



Silverload



Wipeout



Contra 3D



Dragon Force



Fighters Megamix



Fighting Vipers



Guardian Heroes



House of the Dead



Lunacy



Magic Knight Rayearth



Panzer Dragoon Saga



Saturn Bomberman



Shining Force 3



Shining the Holy Ark



Sonic 3D Blast



Sonic Jam



Sonic R



Super Puzzle Fighter Turbo



Cobra Command



Dark Wizard



Dungeon Explorer



Ground Zero Texas



Keio Flying Squadron



Lawnmower Man



Lunar



Night Trap



Citizen X



Rise of the Dragon



Road Avenger



Snatcher



Sonic CD



Space Adventure



Space Ace



Time Gal



ActRaiser



Chrono Trigger



Dracula X



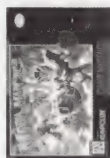
Final Fantasy II



Final Fantasy III



Lord of the Rings



Mega Man X3



Mr. Do



Ninja Gaiden Trilogy



Ogre Battle



Qbert 3



Space Megaforce



StarFox



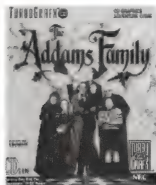
Super Bomberman 2



Super Punch-Out



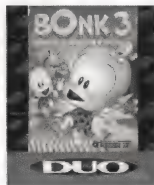
Zelda Link to the Past



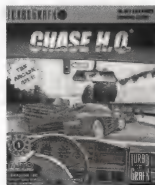
Addams Family



Air Zonk



Bonk 3



Chase HQ



Cosmic Fantasy 2



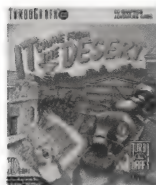
Dead Moon



Exile



Gunboat



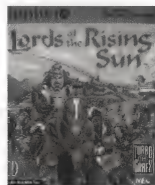
It Came From the Desert



Jackie Chan Kung-Fu



JB Harold Murder Club



Lords of the Rising Sun



Magical Chase



Sherlock Holmes



Valls II



World Sports Competition

[illegible]

It's not just a game.

It's an infection.

CD-i

PHILIPS

[illegible]

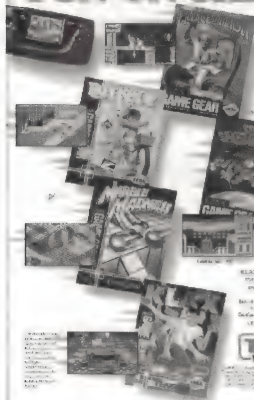
HAND-TO-HAND COMBAT

You'll Love These Smash Hits!

- MARIO KART
- SUPER MARIO BROS.
- THE LEGEND OF ZELDA
- THE SIMPSONS
- THE SIMPSONS II
- THE SIMPSONS III
- THE SIMPSONS IV
- THE SIMPSONS V
- THE SIMPSONS VI
- THE SIMPSONS VII
- THE SIMPSONS VIII
- THE SIMPSONS IX
- THE SIMPSONS X
- THE SIMPSONS XI
- THE SIMPSONS XII
- THE SIMPSONS XIII
- THE SIMPSONS XIV
- THE SIMPSONS XV
- THE SIMPSONS XVI
- THE SIMPSONS XVII
- THE SIMPSONS XVIII
- THE SIMPSONS XIX
- THE SIMPSONS XX

FAMICOM
BY NINTENDO OF AMERICA CORP.

FUN ON THE GO!



When you're on the go, you want fun, delicious, tried-and-true treats to take along with you. It's not always easy to do that, so we got these five great ideas for you. **Classic Chew**!

PRINCE OF DARKNESS
Necessary human action and
desire—featuring the most
brilliant and colorful images
ever shot on film. Genre: Gritty
horror. Rating: R. Availability:
Only in theaters. **W**



MARKUS
...der ...
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...

John was a very nice guy.
He was a very nice guy.
He was a very nice guy.
He was a very nice guy.

...and high-resolution analysis can be used to study the structure of the polymer in the melt.

Journal of Management Inquiry 21(1) 3-13
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DOI: 10.1177/1056492612468894

ENGEN

DEO GAMES

[illegible]

Now if you screw up,
at least you got teammates to blame.



Our new 4 Way PlayTM adapter for Sega[®] Genesis[™] changes everything. Instead of 1 on 1 or 2 against the computer, now you can also play 2 on 1, 2 on 2, 3 on 1, or 4 against the computer. Which makes the EA Sports[®] Tournament Series games 4 times better than anything you've ever played.



IF IT'S IN THE GAME, IT'S IN THE GAME."



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GENESIS DOES IT ALL.



GENESIS



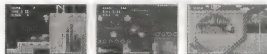
Think Fast.

C'mon faster. Because here comes Sonic The Hedgehog." He's the fastest cruiser the world has ever seen, and he's a hedgehog with a major attitude.

Which him smack in the face of danger as the intrepid huy way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buckskin.

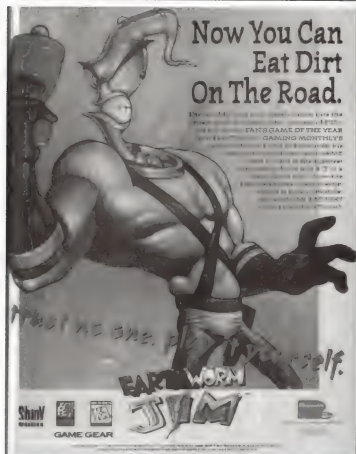
Soalo's got everything a hedgehog could ever want: tracks, gadgets and speed. So don't blink or you might just miss him. Soalo is sold separately or included when you buy a Sega® Genesis 16-bit system.

GENESIS
Leading the 16-bit revolution.™



Key: Green indicates the frequency of the pattern does not differ significantly at typical values. No

[illegible][illegible][illegible]



Now You Can Eat Dirt On The Road.

The most fun and most successful game of the year is now available on the Game Gear. This is the only game of the year that has been nominated for the Game Gear Award of Excellence. It's the only game of the year that has been nominated for the Game Gear Award of Excellence. It's the only game of the year that has been nominated for the Game Gear Award of Excellence.

EARTHWORM JIM

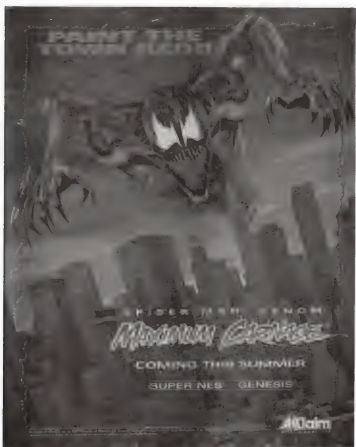
Shut Out Games GAME GEAR



Kitty Litter!

The most fun and most successful game of the year is now available on the Game Gear. This is the only game of the year that has been nominated for the Game Gear Award of Excellence. It's the only game of the year that has been nominated for the Game Gear Award of Excellence. It's the only game of the year that has been nominated for the Game Gear Award of Excellence.

AKclaim



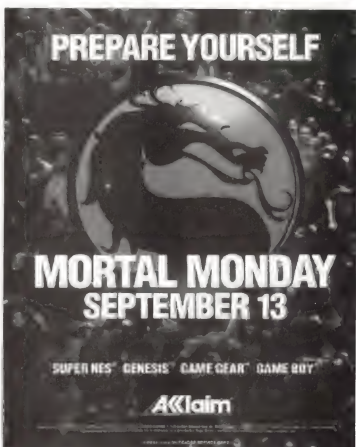
PAINT THE TOWN RED!

Minimum Grave

COMING THIS SUMMER

SUPER NES GENESIS

AKclaim



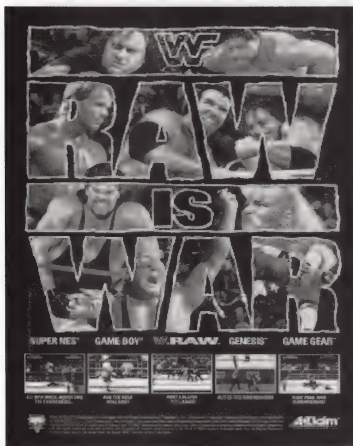
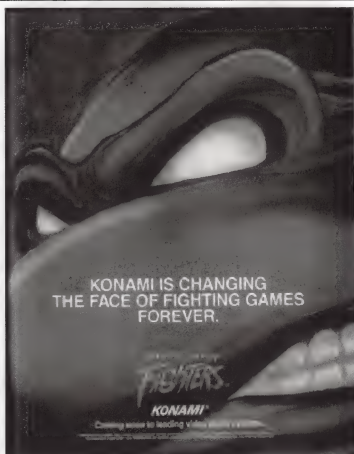
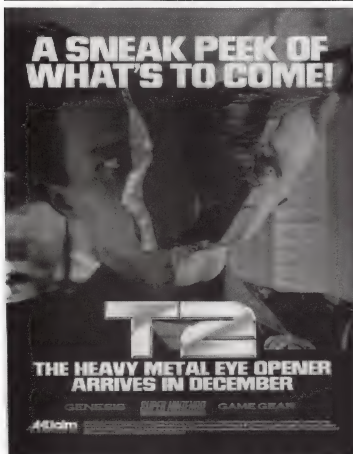
PREPARE YOURSELF

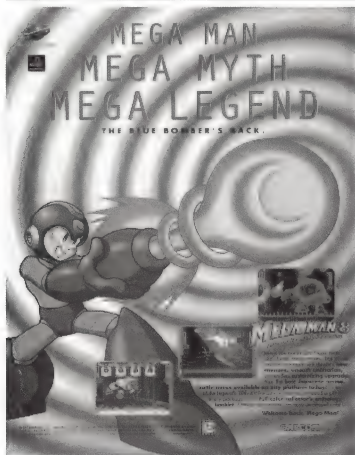
MORTAL MONDAY

SEPTEMBER 13

SUPER NES GENESIS GAME GEAR GAME BOY

AKclaim



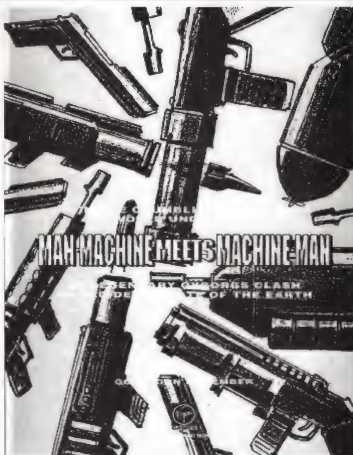


**MEGA MAN
MEGA MYTH
MEGA LEGEND**

THE BLUE BOMBER'S BACK.

MEGA MAN'S NEW ADVENTURE. THE BLUE BOMBER'S BACK. MEGA MAN'S NEW ADVENTURE. THE BLUE BOMBER'S BACK. MEGA MAN'S NEW ADVENTURE. THE BLUE BOMBER'S BACK.

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MAN MACHINE MEETS MACHINE MAN

THE BROTHERS CLASH AT THE HEART OF THE EARTH.

MAN MACHINE MEETS MACHINE MAN. THE BROTHERS CLASH AT THE HEART OF THE EARTH. MAN MACHINE MEETS MACHINE MAN. THE BROTHERS CLASH AT THE HEART OF THE EARTH.



YOU NEED A SET OF THESE

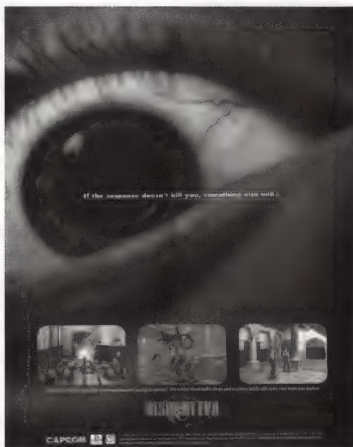
TO PLAY ONE OF THESE

MEGA MAN LORD is just one of many challenging MEGA MAN's action, sports & role playing fantasy games. All feature today's most advanced 3D dimensional graphics, with vivid detail and vibrant, full 1000 colors and an amazing 15-channel real-time stereo sound track. All powered up by 320 meg hardware!

So MEGA MAN can assist in your imagination that Nintendo, Sega, and NEO GEM don't have the capacity to assist.

MEGA MAN LORD is just one of many challenging MEGA MAN's action, sports & role playing fantasy games. All feature today's most advanced 3D dimensional graphics, with vivid detail and vibrant, full 1000 colors and an amazing 15-channel real-time stereo sound track. All powered up by 320 meg hardware!

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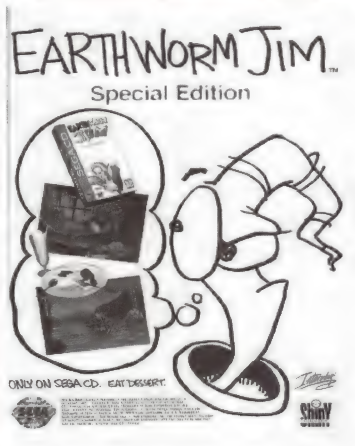
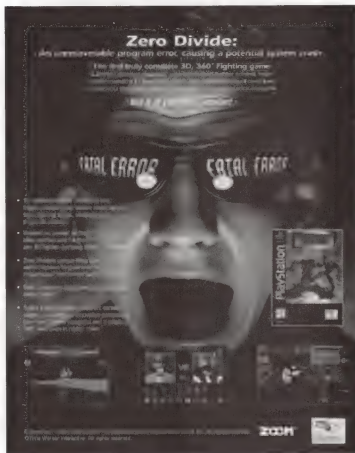


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STRAP ON YOUR BUNNY EARS AND SAVE THE WORLD.

Go ahead and laugh, bunny boy. But get it all out now because we're talking "bunny" here. A hilarious, mascot-bunny-meets-007 on wheels. Sega CD shocker.

And when you've got the U.S. Stars, the Russian Army, the Seven Gods of Great Deceits, and an entire massive world in your face, you'll be glad you're wearing a way into with line-art and red pumpkins.

There'll be a bonus Dr. Plot's Mordantia mission while you wait his kooky butlers into the atmosphere.

KEIO Flying Squadron

JVC SEGA CD

PLAY

NVR

THEY CHAMP, NOW YOU CLIMB TO THE TOP OF THE TOURNAMENT LADDER?

ONE CHUMP AT A TIME!

Clay Fighter Tournament Edition is exclusively available at Video stores.

Clay Fighter Tournament Edition is a new game for the Super Nintendo Entertainment System (SNES). It's a 2D platformer with a unique twist: you play as a clay figure who can be broken apart and reassembled. The game features a tournament mode where you can challenge other players or AI opponents. It also includes a story mode where you can follow the adventures of the clay figures.

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MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a new game. The object of the game is to live up to the name. Sounds simple, but those mischievous ghosts are at it again getting in your way. Never fear, Pac will save the day!

Three modes of play:
One player
Two player head-to-head munch fest
100 level puzzle game!

Smacking sound track!
Cool graphics

Warning: For adults is highly addictive.

Super Nintendo

namco

CRASHING

What's the result when Game Boy and Super NES? A head-on collision! Super Crash! The high-impact link transforms your favorite portable games into full-screen, multi-colored masterpiece! Super Game Boy packs a lot of technology into a tiny Pak, but you don't have to be a brain surgeon to figure out how to use it. It's a simple plug-and-play job. Just slide the Super Game Boy into your Super NES, as you would any other Super NES game, then plug any Game Boy game into the Super Game Boy. Instant color masterpiece! And it's not just for video Game Boy games. All Game Boy games can take advantage of Super Game Boy's powers of color transformation. That's a lot of games, too—over 200 titles! And once you're all set up, you'll play your Game Boy games using Super NES controls. You'll hear the stereo Game Boy music through TV or stereo speakers. You'll only be playing color on your TV screen (at the big price!).

Super Game Boy

PLAY

"The *Digital Press Collector's Guide* isn't just a must-read for any video game collector; it's a must-read for any video game fan."

- Zach Meston (*GamePro*, *Wired*)

"Digital Press is to video games what Overstreet is to Comic Books: the only guide to reference for accurate pricing information. I look forward to each new edition."

- Leonard Herman (*Phoenix: The Fall And Rise Of Videogames*)

"My world without The *Digital Press Collector's Guide* is an endless string of Mondays. If you add just one book to your shelves this year, let *The Guide* be it."

- Lauren Gonzalez (*GameSpot*, *High Times*)

"The ultimate source for game collectors."

- Bill Kunkel (*Electronic Games*, *Sega Visions*)



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